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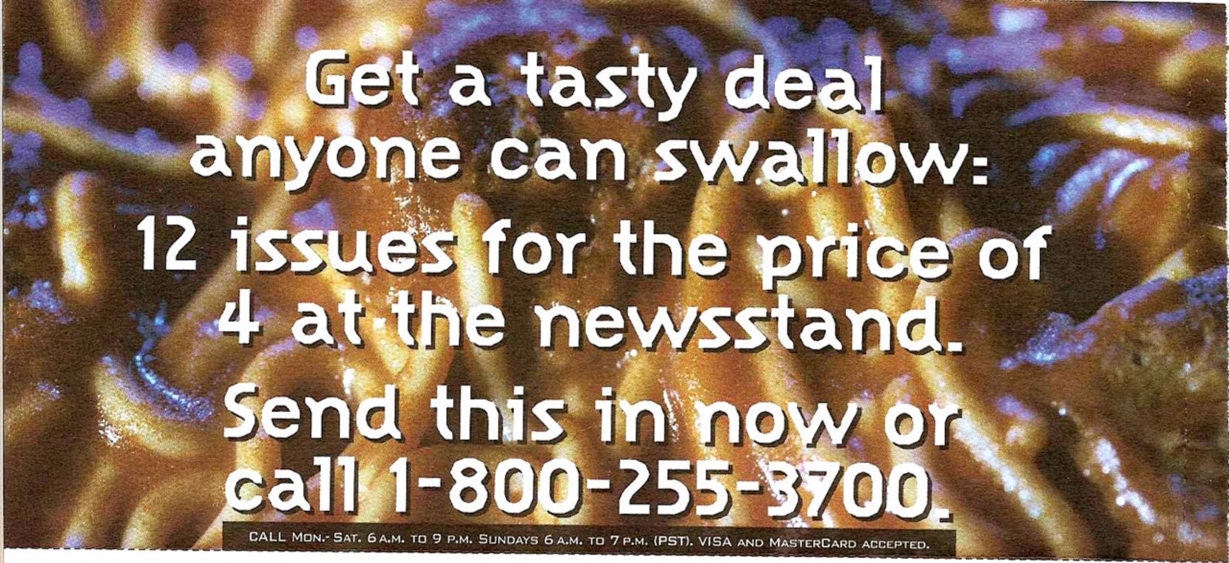
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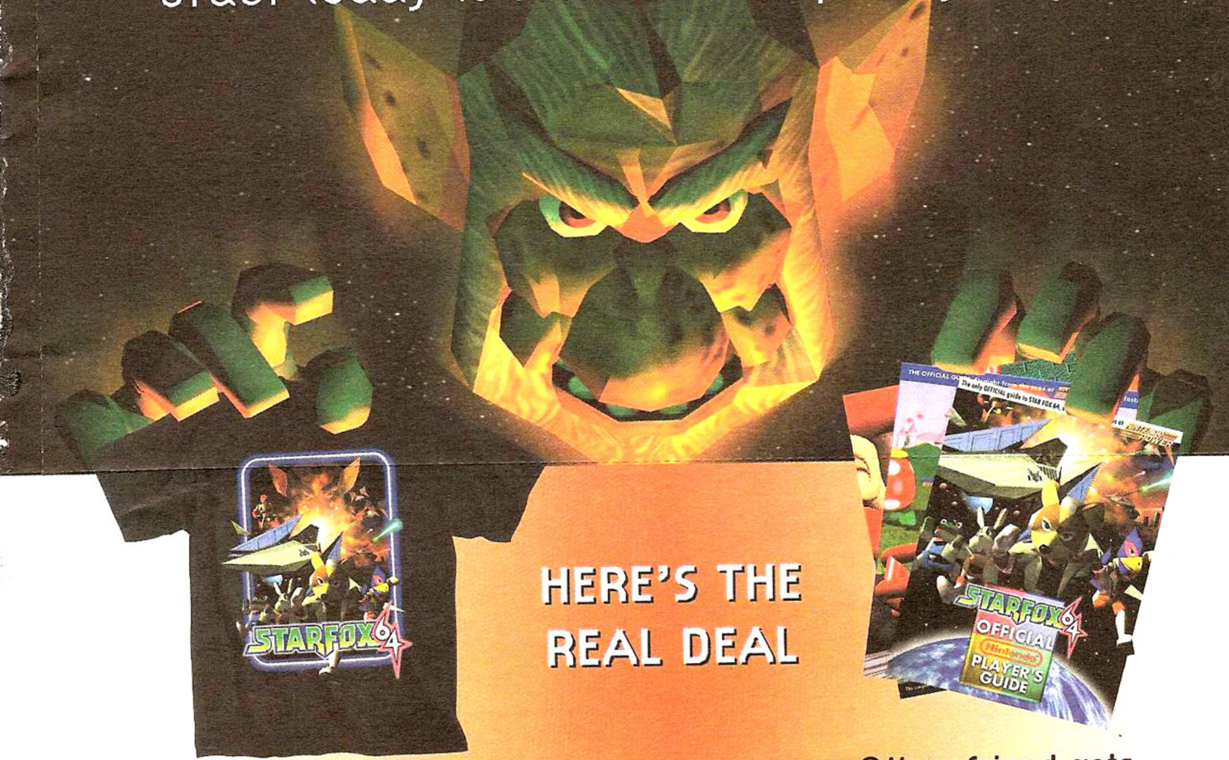
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Dracula 3-D! Pg. 75
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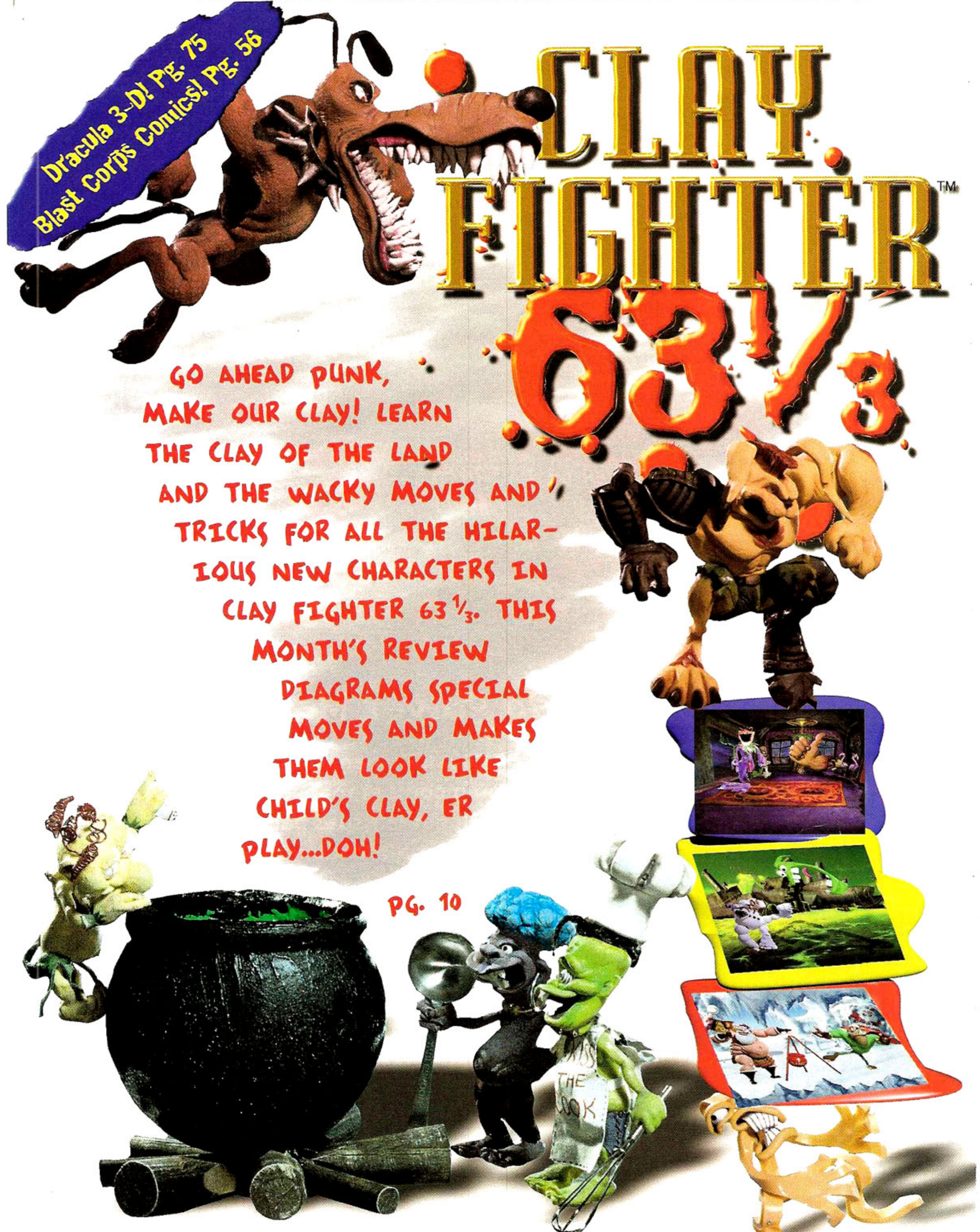

GO AHEAD PUNK, MAKE OUR CLAY! LEARN THE CLAY OF THE LAND AND THE WACKY MOVES AND TRICKS FOR ALL THE HILARIOUS NEW CHARACTERS IN CLAY FIGHTER 63⅓. THIS MONTH'S REVIEW DIAGRAMS SPECIAL MOVES AND MAKES THEM LOOK LIKE CHILD'S CLAY, ER PLAY...DOH!

PG. 10

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HEXEN

Gather up your spell books and gird your armor—this month Power takes you into the dark and magical world of Hexen for the N64. Check out the artifacts, puzzles, and strategies, plus a complete map of Winnowing Hall, all in part one of our review.

PG. 22

SPACE STATION: SILICON VALLEY & AERO FIGHTERS ASSAULT

Can the wildly unpopular Dan Danger and his metallic sidekick, Evo, save Space Station: Silicon Valley from marauding Nanobots? Will Project Blue's Aero Fighters clear the skies and defend the earth from Phutta Morgana's invading forces? This summer promises to be hot with an assortment of innovative N64 releases. Make sure you're in the know. Check out these exciting previews.

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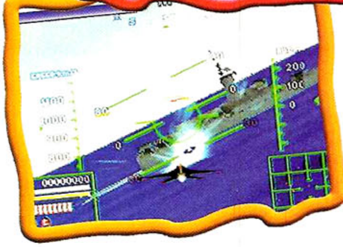


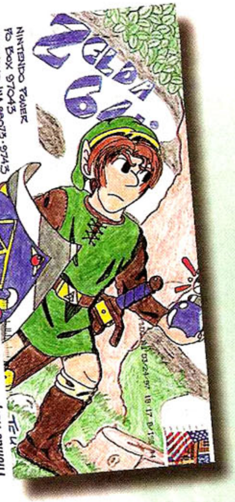
TOKYO GAME SHOW

What are the most anticipated games in Japan? Which came first, the virtual chicken or the Tamagotchi? Find out about the latest developments at the 1997 Tokyo Game Show and get the scoop on upcoming Japanese titles like Multi Racing Championship, Dracula 3-D, Goemon 5 and Ultra Battle Royal!

PG. 74

PLAYER'S PULSE

Summer's here, the sun's out, and it's no time to be holed up indoors playing video games!!! So haul your TV out to the porch and enjoy your Nintendo games in the sun. And while you're out, write us a letter, too—we'd love to hear how your summer's going.



Thomas Korp • Phillipsburg, New Jersey

Snubbed like Streisand

For "Coolest Move of 1996," I think that Mario's Triple Jump from Super Mario 64 should have been included as a nominee. Also, I think there should have been an award for the "Coolest Accessory of 1996." The nominees could have been the green, blue, black, red and yellow N64 Controllers along with the N64 Controller Pak. That's a category I think you should consider putting in the NP Awards for 1997.

Phil King
Armada, MI

With the Rumble Pak coming out very soon, "Coolest Accessory" would definitely make for a tip-top category. Thanks for your suggestion, Phil!

Happily Ever Again

My feelings toward the plots of almost every one of Mario's adventures is that they are all so much alike. In Super Mario Bros., Mario and Luigi must save the princess from Bowser. Then, in Mario Bros. 3, they again had to save the princess after she was taken away by Bowser. In Super Mario World, you have Mario and Luigi saving the princess, but by now I think that the Mario Bros. should know what's up by now. Lastly, in Mario RPG, the princess is taken away by Bowser—this time right under Mario's nose. In all these examples, except for Mario RPG, the main goal in the game is to save the princess. I really enjoy these games, yet I feel that you should come up with a new idea for the next Mario game.

Sean Brutscher
West Mifflin, PA

Part of the job description for princesses is to be in distress, Sean. Just look at the old fairy tales all the way up to Princess Di needing relief from that Charles guy. We too hope the plots of Mario games will continue to thicken and change, but isn't the thrill of the chase the more important part of the game?

Bland Finales

What's up with you guys? Can't you make decent ending for games anymore? I have finished Mario 64, Wave Race 64, Star Wars: Shadows of the Empire, Killer Instinct Gold, Mario Kart 64, and PilotWings 64, and I must say that these are some of the worst endings of all time. What kind of an ending is baking a cake (Mario 64)?!? The ending of PilotWings 64 is just credits!! Don't get me wrong—the N64 is a gift from above, but you really need to work on the endings for your games! Does anyone else think that the endings are poor, or is it just me? Write in and say what you think of the Nintendo 64 endings!

Joe Mackie
Arlington Heights, IL

Eating cake sounds like a great way to end a day of adventuring (the NP staff winds down many a busy day stuffing themselves with baked goods)! In fact, so many thousands of readers loved the ending of Super Mario 64, that it won the 1996 Nintendo Power Award for Best Ending.

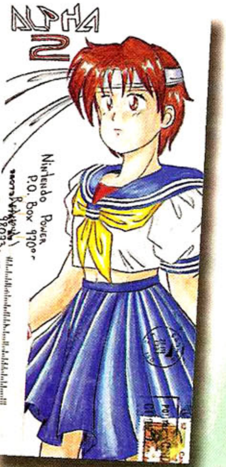
Koholint Companion

I recently got The Legend of Zelda: Link's Awakening for Game Boy. After beating it several times, I grew bored of the same old routine, but I know that all Zelda games have more than meets the eye. So, I started experimenting, and soon I found some "weird things to do while Marin is following you":

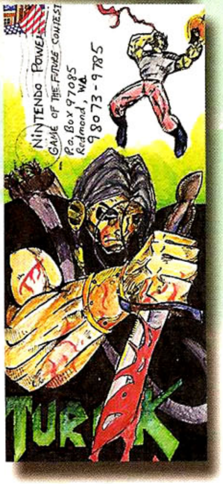
1. Dig the ground with your Shovel, then watch her reaction.
2. Hit a chicken with your Sword.
3. Go into a house and look in the drawers.
4. Go into a house and smash a pot.
5. Try to take her into a dungeon, then watch her reaction. Go in anyway, come out when you have low health or after you have beaten the boss.
6. Play your Ocarina for her and see how much she appreciates music.
7. Take her to Chef Bear's house, talk to him, then see his appreciation for you.
8. Jump down the well in Mabe Village.
9. (My personal favorite) Let her play the Trendy Game.

Anthony Derr
York, NE

Marin's not the only one you can serenade with your Ocarina. Try playing the Ballad of the Wind Fish at the entrance to the Yarna Desert. The Walrus will emerge from the water, and he'll try to sing along in his native tongue! This month's Classified Information has even more amusing tricks for you and Link to perform on Koholint Island.

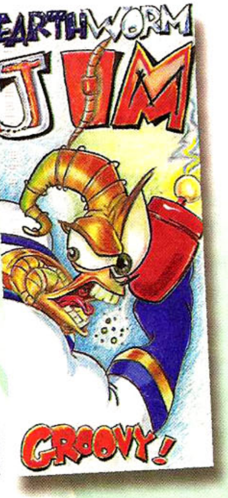


Mireille Jacques • Ste-Rose, Laval, Quebec



John Schmid • Downers Grove, Illinois

Background Art: Drew Philen • Beatrice, Alabama



Pascal Deslauriers • Val David, Quebec

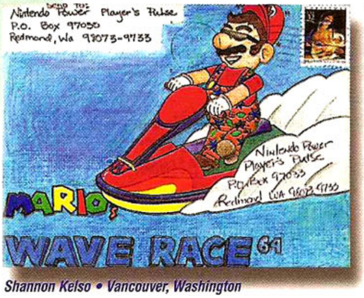
Volume 100

I have some great ideas for the 100th issue. Remember the Password Special in Volume 83? Add it to the 100th issue, but add more codes and tips. Have more contests and Power Play tickets. Give out tip videos. Tips! Passwords! Codes! Free stuff!

Gunnar Wentzel
Benton, ME

I have some ideas for your 100th issue. I think that game footage could be put into the corner of each page, so when you flip the pages the pictures move to show moving game footage. Including an N64 video showing how to beat some parts of the games would be cool, too. I think a story of the making of the Fun Machine would also be really neat.

David Reid
Ontario, Canada



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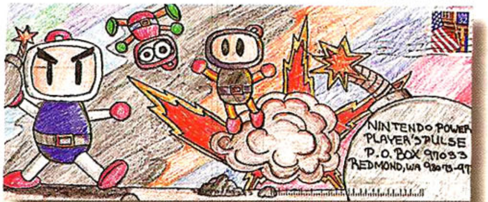


64DD RPG at NOA

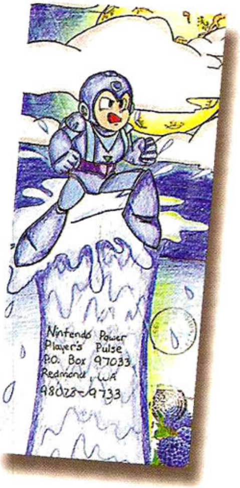
Maybe with the networking capabilities of the 64DD, we can bring video game RPGs closer to pen-and-paper (no limitations) RPGs. We could have Game Masters at Nintendo hosting games with stories that could be changed on-the-fly. If a player decides to explore a cave instead of a well, let him or her do so! Just have the Game Master create a secret passage to the cave, right on the spot.

Greg Wallace
Via the Internet

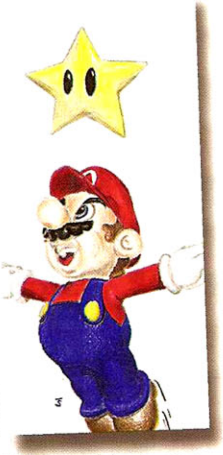
The Female of the Species

Being a girl, I've always loved playing video games, and I thought I was a rare breed. My older brother subscribed to your magazine when we got our first Nintendo system in the '80s, and I've been hooked ever since. I didn't see many girls in your magazine at first, but I must say I now see many more girls represented in Counselors' Corner and many other parts of the magazine. My fave game now is Ultimate Mortal Kombat, and I like Noob Saibot, Jade and Rain, because they have killer combos. I've even got my brothers going through the ceiling! I like the way you keep all of those MK codes coming in every issue, and despite all of that N64 coverage, you never forget about us li'l guys (or should I say gals?) out there who own the Super NES.

Melveda Webster
Bridgeton, NJ



Calvin Dover • Cleveland, Texas



John Schmid • Downers Grove, Illinois

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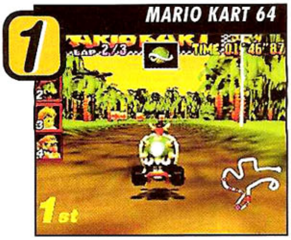
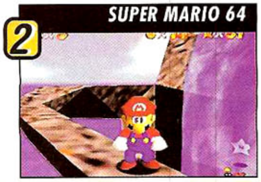
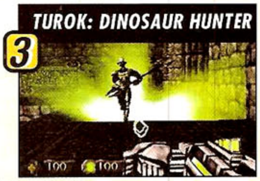
POWER CHARTS

June's a stellar month for powerhouse debuts! Blast Corps, Doom 64 and Star Fox 64 explode into the N64 Top 10, leaving Mortal Kombat Trilogy, Killer Instinct Gold and Wayne Gretzky's 3-D Hockey in a pile of rubble. Meanwhile, The Lost Vikings II stumble in to find a new home in the Super NES charts.

NINTENDO 64 TOP 10


MARIO KART 64
1

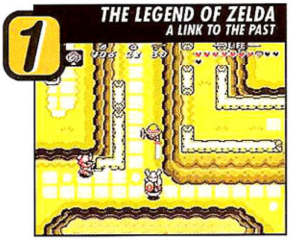

SUPER MARIO 64
2


TUROK: DINOSAUR HUNTER
3

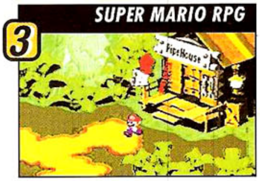
Turok finally breaks into the N64 top three to overtake Star Wars: Shadows of the Empire. It looks like bounty hunters are no match for the Dinosaur Hunter!

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	MARIO KART 64	NINTENDO	1	6
2	SUPER MARIO 64	NINTENDO	2	9
3	TUROK: DINOSAUR HUNTER	ACCLAIM	4	9
4	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	3	9
5	BLAST CORPS	NINTENDO	—	1
6	WAVE RACE 64	NINTENDO	5	9
7	DOOM 64	MIDWAY	—	1
8	CRUIS'N USA	NINTENDO	6	6
9	STAR FOX 64	NINTENDO	—	1
10	PILOTWINGS 64	NINTENDO	8	9

SUPER NES TOP 10


THE LEGEND OF ZELDA
A LINK TO THE PAST
1

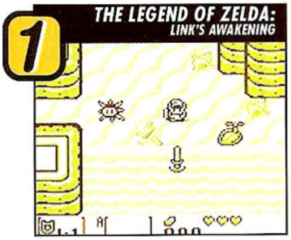
DONKEY KONG COUNTRY 3
DIXIE KONG'S DOUBLE TROUBLE
2

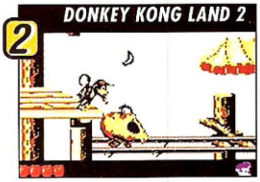

SUPER MARIO RPG
3

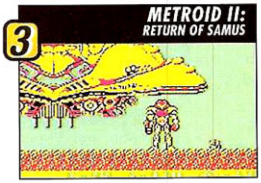
Zelda and DKC 3 swap places this month, but the big news is the arrival of those bumbling Vikings. They've lost their way again, but readers and pros have found a place for them in the Power Charts.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	64
2	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	1	8
3	SUPER MARIO RPG	NINTENDO	3	14
4	FINAL FANTASY III	SQUARE	7	30
5	CHRONO TRIGGER	SQUARE	5	23
6	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	20
7	SUPER MARIO KART	NINTENDO	4	50
8	DONKEY KONG COUNTRY	NINTENDO	10	32
9	SUPER METROID	NINTENDO	—	38
10	THE LOST VIKINGS II	INTERPLAY	—	1

GAME BOY TOP 5


THE LEGEND OF ZELDA:
LINK'S AWAKENING
1


DONKEY KONG LAND 2
2


METROID II:
RETURN OF SAMUS
3

Three out of four ain't bad. The Legend of Zelda pulls triple duty this month to not only be numero uno in the Game Boy charts, but to be the top game in both the Super NES and Most Wanted charts, too.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	50
2	DONKEY KONG LAND 2	NINTENDO	2	10
3	METROID II: RETURN OF SAMUS	NINTENDO	3	66
4	DONKEY KONG LAND	NINTENDO	—	29
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	—	55

MOST WANTED

1. 64 DD (N64)
2. LEGEND OF ZELDA 64 (N64)
3. TUROK: DINOSAUR HUNTER (N64)
4. NINTENDO 64
5. YOSHI'S ISLAND 64 (N64)
6. MARIO KART 64 (N64)
7. STAR FOX 64(N64)
8. DOOM 64 (N64)
9. BLAST CORPS (N64)
10. EARTHBOUND 64 (N64)

LETTERS, CONTINUED...

The Joke's on Us

What's up with your April issue? Was your editor asleep or something? In the Insider Update, you published that Jam Extreme and Magic: The Gathering would be coming out tentatively in 1988. Yes, that's right: 1988. Is this another one of your April Fool's jokes, or is it a typo?

Kyle Simpson
Via the Internet

It's no joke. Kyle and many other alert readers caught our time-warped typo. As much as we love the '80s (breakdancing, Knight Rider and the NES!), we meant to tell you that the two games are tentatively scheduled to come out in 1998. We also slipped back in time for the Insider Update in Volume 96 the EA games featured in "It's in the Game" will be released in 1998, not 1988.

Why's My N64 Glowing?

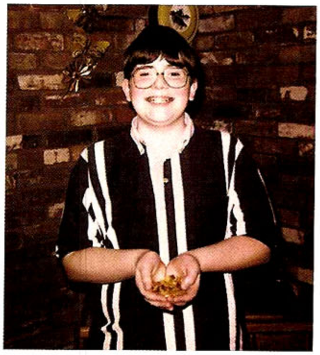
This is a stupid question, but I'll ask it anyway. My computer is in my office and my N64 is in the room next to it. The radiation from my computer (radiation emits from everyone's computer) would have to go through two walls and a lot of open space before it reached my N64. Could the radiation affect gameplay, graphics or sound, or make the games run slower? Sorry, but I am a very worried person.

Justin Gutberlet
Via the Internet

Assuming your computer isn't made out of plutonium and you're not living on Three-mile Island during a nuclear winter, you have absolutely nothing to worry about. (However, if our assumptions are incorrect, you should be worrying about bigger things than your N64.)

All that Glitters

Mike Henderson of Keizer, Oregon went for the gold and got it! The 13-year old Grand Prize Winner of Volume 89's Player's Poll Contest not only won 100 gold coins, but just like in Super Mario 64, he also earned himself a star. Mike's star shines somewhere near the Big Dipper, and he named it M146N "because it sounded cool." When he's not stargazing or buffing his new coin collection, Mike plays Super Mario 64 on his N64, which he also scored in our contest. So even if Mike slides off Tall, Tall Mountain, he'll always have 100 gold coins and a star of his very own.



Show me the money! Mike Henderson flaunts a handful of American Eagle gold coins.

Oops! We Goofed!

In Volume 95, we ran an article called "Maps to Mayhem" covering Doom for the Super NES. Maps to mayhem, indeed! Some of the maps featured incorrect starting points. If you'd like to receive copies of the correct maps, please write to Player's Pulse.

Game Boy Pocket Hide and Seek Tally

Come out, come out wherever you are! In April, we challenged you to find all the Game Boy Pockets we had hidden throughout Volume 95. Keep a lookout for the winners whom we'll be revealing next month, and, in the meantime, see if you found all 31 Game Boy Pockets that were hiding in these pages:

4, 7, 8, 9, 20, 24, 43, 49, 56, 58, 72 (5 Game Boy Pockets), 73 (7 Game Boy Pockets), 75, 79, 87, 95, 97 (3 Game Boy Pockets), 101, and 106.

WRITE AWAY RIGHT AWAY!

Every month, you have a shot at scoring swell prizes in our Player's Poll Contest. This month's featured winner won 100 gold coins and got to name a star. What's your fantasy prize? Write to us at:

NINTENDO POWER PLAYER'S PULSE
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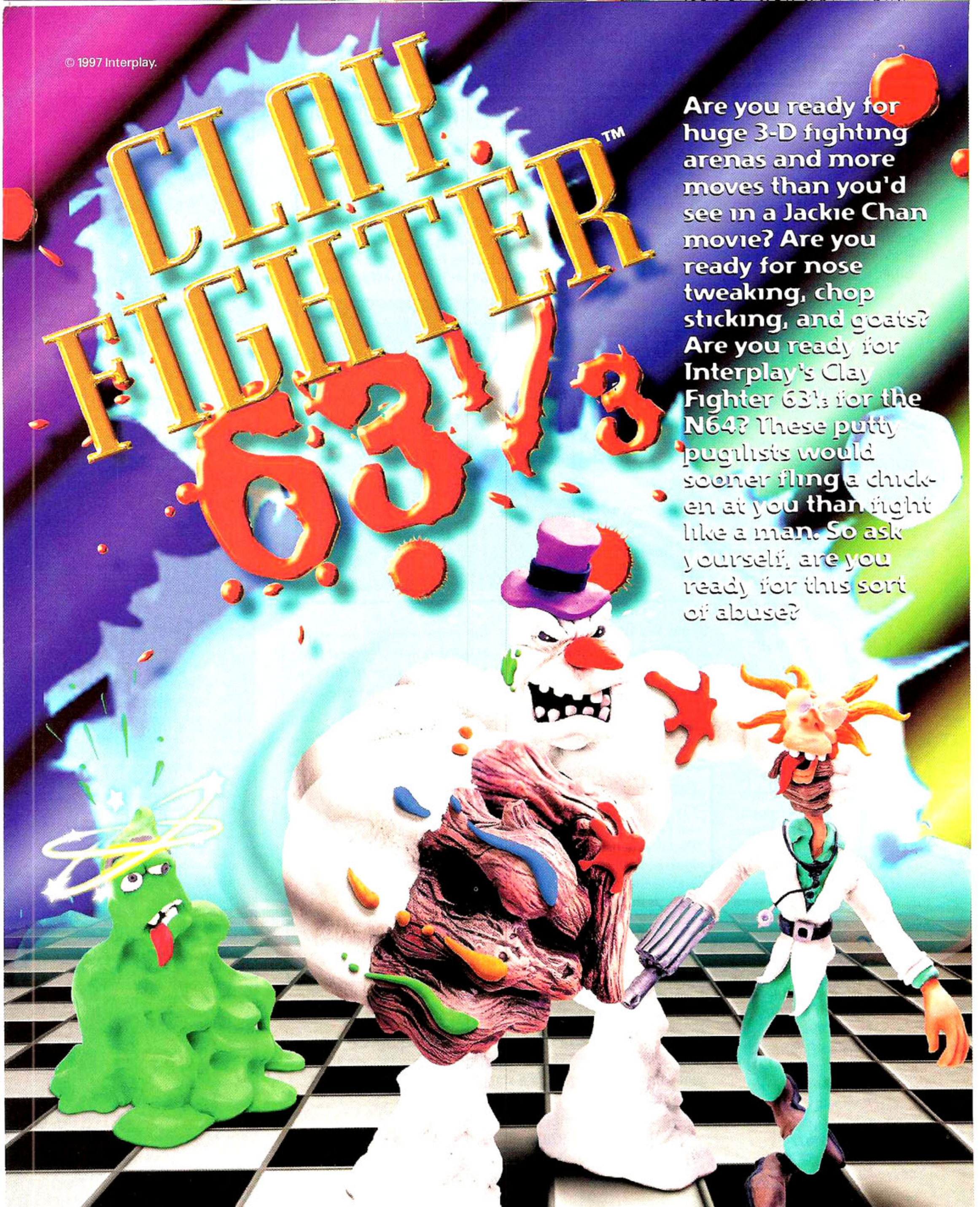
CLAY FIGHTER™ 63⅓



Are you ready for huge 3-D fighting arenas and more moves than you'd see in a Jackie Chan movie? Are you ready for nose tweaking, chop sticking, and goats? Are you ready for Interplay's Clay Fighter 63⅓ for the N64? These putty pugilists would sooner fling a chicken at you than fight like a man. So ask yourself, are you ready for this sort of abuse?

KILN'S REVENGE

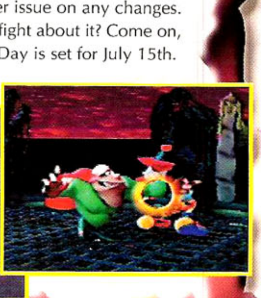
You wouldn't think a guy made of clay could get so bent about being run out of Mudville. Almost anywhere else would seem like paradise, right? But the twisted Dr. Henerik Kiln wants revenge, which as everyone knows is a dish best served cold...and in a clay pot. So while Dr. Kiln works feverishly in his lab on Klaymodo Island, the forces of good and evil clay battle each other outside. Will the entire world be turned to clay, or will Kiln break the mold? Only you can save the clay.

THE CLAYGROUNDS

Most fighting games feature one home stage for each character. You move left, you move right, maybe you can move in a circle, but the background never changes. Ho hum. To relieve the tedium of such single-site matches, the Clay Fighter team built over 33 levels in CF 63⅓. Each level is divided into several stages. During a bout, fighters can bust through from one stage to another by slamming their opponents into breakthrough points. The maps on the following pages show some of the breakthrough points, but many more are waiting to be found. Consider it a challenge.

UNFINISHED BUSINESS

When we started this article, we thought that CF 63⅓ would be finished in time for a complete review. It isn't, and we're just sick about it, but it's not going to stop us from covering the game anyway. We like it. And we really like the giant stone toilet, not to mention the goat. So you're going to hear all about Clay Fighter 63⅓, about the characters and their special moves, about the breakthrough areas and just about anything else we can think of, then we'll update you in a later issue on any changes. That okay with you? You want to fight about it? Come on, make our clay. By the way, Clay Day is set for July 15th.



Hurling Chunks

Clay Fighter 63⅓ may move you to tears or laughter, but if you want to hurl your chunky buddies across the screen, you'll need to follow the key to the special moves below. These moves are final, but some of the other higher-end moves such as Claytalities and Super Specials weren't finished for this review.

P Punch

K Kick

→ Forward

← Back

↑ Up

↓ Down

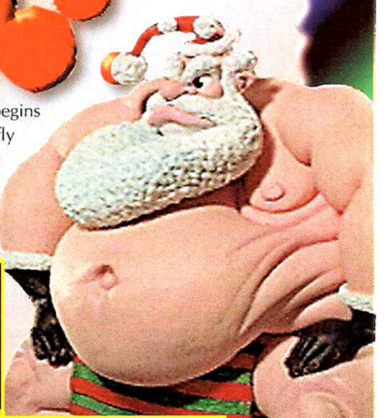
↙ Down⊕Back

↘ Down⊕Forward

↖ Up⊕Back

↗ Up⊕Forward

THE CLAY'S THE THING



Your ultimate goal in CF 63⅓ is to reach Dr. Kiln and flatten him. Simple. Ha. The battle begins when you fly into Klaymodo Island to one of the more than 30 levels. If you win, you'll fly back out to view the island, then zoom into the next match. Opponents are determined by what you did in the previous match. For instance, if you break through to the Dark Mansion during a fight, Ickybod Clay will be your next foe. To play a Vs. match, just plug in a second controller and you'll be going head-to-head.

Option This

Clay Fighter 63⅓ is loaded with options to make life either sweet or miserable for players. Of course, some of the options are just for fun, like selecting the size of chunks that fly off the fighters. Of the useful options, there's a practice mode, music and SFX options, and Rumble Pak and controller configuration options. Game speeds include Normal, Whoa, and Are You Nuts? Difficulty levels include Cookie, Normal, Whoa Dude, and Psycho. You can switch off the time limit, hit bars and other graphics features, as well.

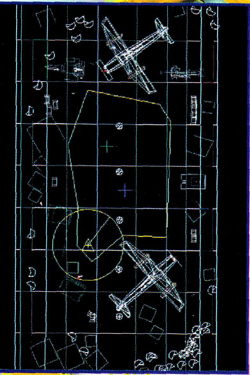
THE CLAY OF THE LAND

Maps for a fighting game? Only Clay Fighter 63⅓ covers enough geography to warrant the inclusion of maps in a tournament fighting review. We've included some of the breakthrough points on the maps, but you'll find many more as you fight and explore Klaymodo Island. Each level is subdivided into smaller stages where the fighting actually occurs. Each time you begin a match, you may find yourself in a different stage with different breakthrough possibilities.

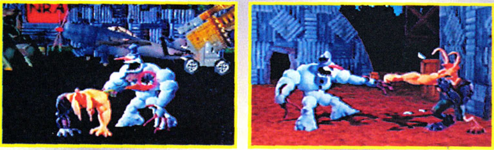
Make the Break

Breakthroughs occur when you force an opponent through a wall or floor into another fighting stage. Position is important, as is the type of hit you use. A fighter must be hit or thrown back into a specified hot spot, indicated here by circles on the maps. If you're parallel to the hot spot, you might not be able to breakthrough. Since the game isn't 100% at this time, we can't show all the breakthrough points, but the final game should have up to 70!

Camp Liberty



Lady Liberty and T-Hoppy patrol Klaymodo Island's airfield at Camp Liberty. The camp contains a large hangar area with old planes, several military trucks and bits of scattered cargo. The mapped breakthrough here sits at the corner of the runway near the two trucks. All fighting stages in CF 63⅓ have invisible boundaries. Generally, the boundaries conform to the open areas of the stage, but in some cases, parts of the open areas may be off limits, as well.

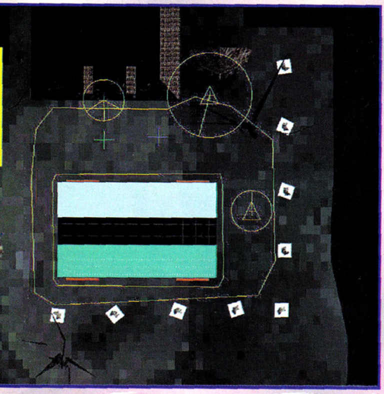


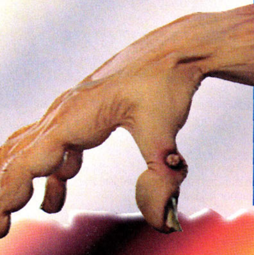
Some of the maps shown here show stages in wire frame while others show fully textured stages. The wire frame stages won't look like this in the final game, as you can see in the screen shots beside them.

Dark Mansion

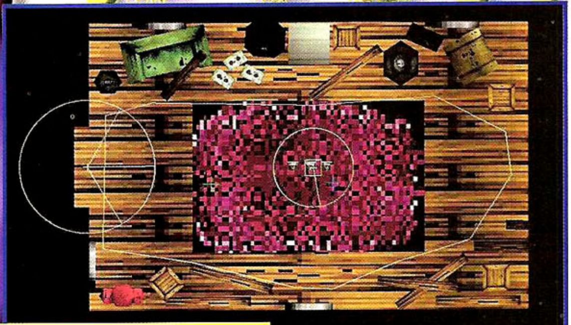
The perfect roost for Ickybod Clay, the Dark Mansion has both exterior and interior battle stages. In some matches, you'll begin outside, while in other matches the fight starts out in one of the interior rooms. Here, you'll find a cemetery outside and a strange room inside that stretches upward. The beginning stage is always chosen at random by the game, so no two matches will play out exactly the same.

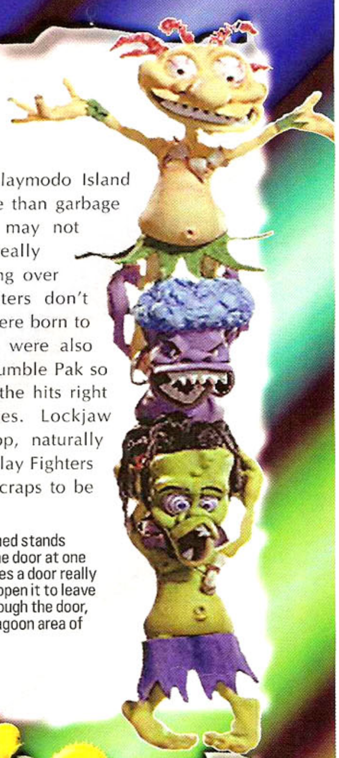
Although creeps like Houngan, High Five and Ickybod Clay might seem to have the advantage in the Dark Mansion, none of the fighters has an actual advantage in any of the settings.





Rubbage Reef



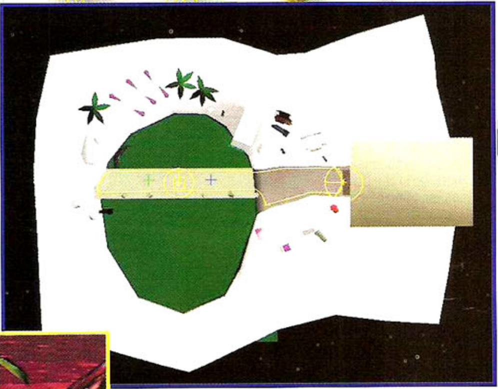


The trash heaps of Klaymodo Island are no more attractive than garbage dumps anywhere. It may not seem as if there's really anything worth fighting over here, but Clay Fighters don't need excuses. They were born to rumble. In fact, they were also designed to use the Rumble Pak so that players will feel the hits right down to their bones. Lockjaw Pooch and Hobo Cop, naturally enough, are the two Clay Fighters who brawl over the scraps to be found here.

The breakthrough in the shed stands right out in the open. It's the door at one end of the shed. (Sometimes a door really is a door, even if you don't open it to leave the room.) If you break through the door, you'll find yourself in the lagoon area of the junk yard.

The Lagoon

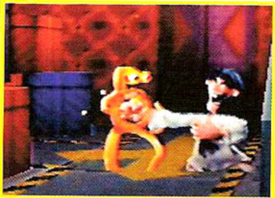
Welcome to the garden spot of Klaymodo Island. Rubbage Reef offers fetid dining and spectacular views of erupting toilets. The two main stages of Rubbage Reef are the tool shed and the lagoon. Hobo Cop and Lockjaw Pooch call this putrid paradise home and have been feuding over it ever since Dr. Kiln came to the island. No one knows why. If you knock one of the fighters into the lagoon, you'll find that you can fight in an underwater stage. You can fight on the bridge, on the shore, or inside the shed, as well.



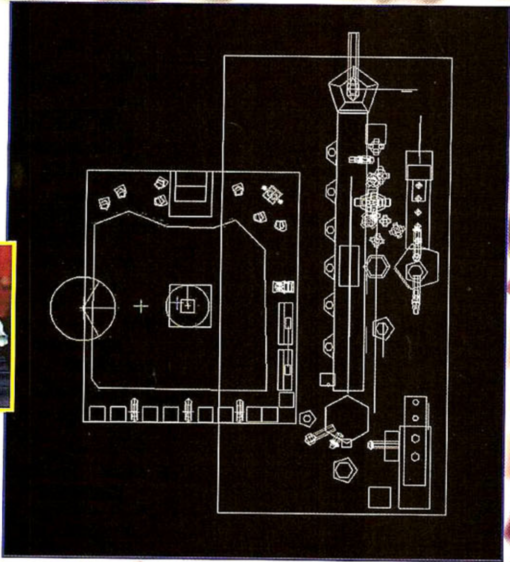
Want to go for a dip in the lagoon? Although the water looks toxic, clay fighters can take a lot of environmental abuse. Use a smashing, downward attack move such as Bad Mr. Frosty's Frosty Splash to propel an enemy down through a breakthrough hot spot like the one in the middle of the lagoon bridge.

The Candy Factory

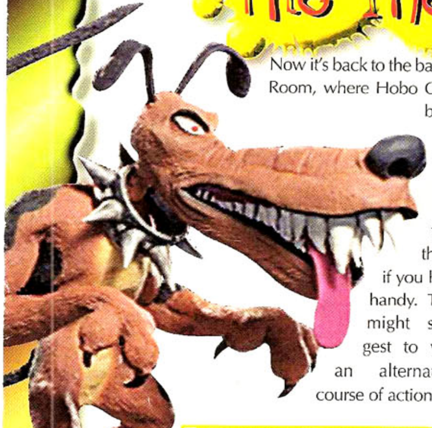
The Candy Factory may be sweet enough to mask the stench of dirty fighters such as Lockjaw Pooch, but the bright wrappings can't hide all the breakthrough points that are hidden here. Many of the "home" levels in CF 63⅓ are being fought over by two characters. Sumo Santa and Frosty, for instance, each want the North Pole. But it seems that only Taffy wants the Candy Factory. Maybe it's not so sweet after all. Only one breakthrough is shown here, but every level will have as many as four.



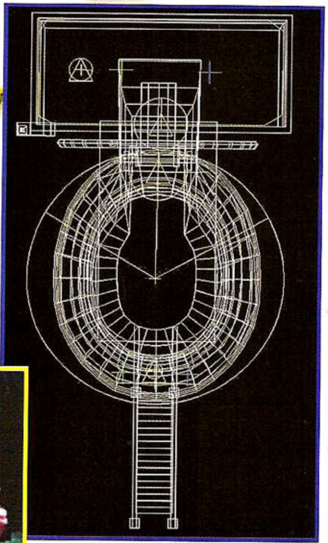
The breakthrough to the left of the big square room in the candy factory takes you into a T-shaped toy warehouse with wrapped presents, stuffed bears and red wagons.

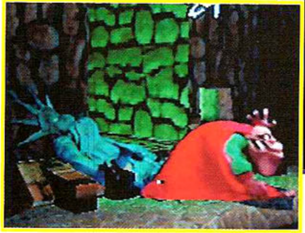


The Men's Room



Now it's back to the basics as we drop in, uninvited, on the Men's Room, where Hobo Cop and Boogerman prefer to battle with bottle and cape. Yes, you may be flushed with success from your previous victories, but here you might well be flushed into a humiliating defeat, not to mention into the sewer. The pool in the middle of the giant, castle-like bowl is a breakthrough area that you should explore only if you have a wet suit and a huge can of aerosol handy. That neither of these items is available might suggest to you an alternative course of action.





Note the pull handle on the left side of the toilet. Gee, what could that be for? You'll have a chance to try it out if you knock someone into the bowl.

HAVE SOME CHARACTER

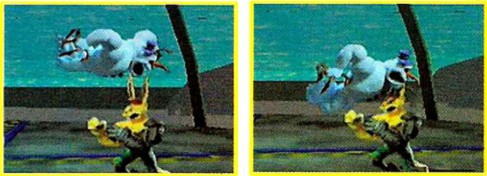
As fun as it is to move from one setting to another, Clay Fighters 63⅓ is really about the fighters. Just as in the three Super NES versions of Clay Fighter, the characters steal the show. Every move has some outrageous animation, making CF 63⅓ entertaining for players no matter how skilled they are. In addition to the standard characters covered here, expect to find lots of clay celebrities including a famous annelid and a clay TV star who suffered much at the hand of...well, a hand. The special moves shown here are just the beginning.

Bad Mr. Frosty

Once known as a cold-hearted curmudgeon, Frosty has changed his tune. After a stint as a lounge singer in Vegas, he got a job flying for Clay Fighter Air. Now he's watching out for Sumo Santa, who wants control of the North Pole. As one of the good guys in CF 63⅓, Frosty's goal is to stop Kiln, but how can he approach the center of Kiln's volcanic lair without melting?

Frosty Splash

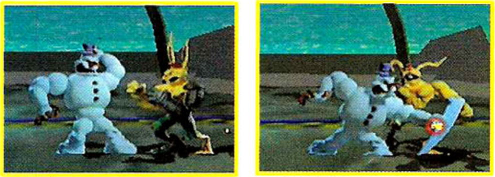
↓ ↙ ← + P



Frosty leaps into the air and does a belly flop on his opponent in the always thrilling Frosty Splash. Use this move to knock enemies through floor breakthroughs.

Ice Pick

↓ ↘ → + P

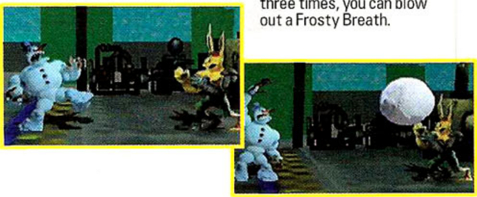


Frosty has a smile and a stab for bad clay mates when he uses the feared Ice Pick. Any Punch will do the pick trick, but a Heavy Punch gives you more pick power per punch.

Big Snowball Throw

← ← ← ← + P

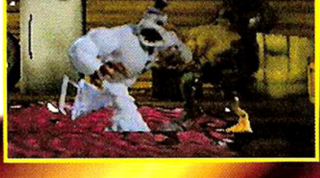
Frosty strikes from afar when he hurls the massive snowballs at his foes. Push Backward four times, then press a Punch Button. You should be at least half a screen away. If you push Backward three times, you can blow out a Frosty Breath.



Ice Skate Dash

← ↙ ↓ ↘ → + P

You're on a slippery slope when you face Frosty and his Ice Skate Dash. A half circle on the control pad followed by a punch sends the ice man forward. His momentum carries him only about two body-widths, so don't activate this move from far away. Some moves, such as the Splash, can carry Frosty much farther.



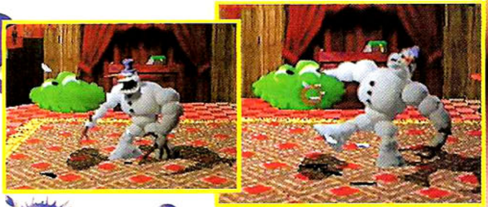
The Blob

The Blob returns from previous Clay Fighter encounters on the Super NES, and he's just as green as ever. The Blob fights by taking on the shape of various things that can be useful for hitting, such as anvils and clubs. No one knows which side the Blob fights for, and few have the courage to ask.

Buzz Saw

↓ ↙ ← + P

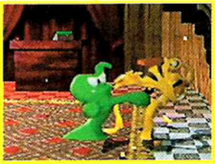
Use the Buzz Saw move with the Heavy Punch for the greatest cutting strength and distance. With a Weak Punch, the Buzz Saw moves only a short distance.



Lunge Punch

↓ ↘ → + P

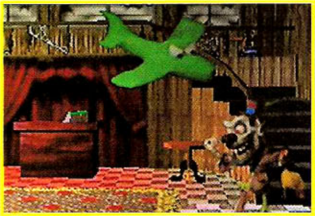
The Blob shapes up to be quite the boxer with this move. Again, use the Heavy Punch if you want the Blob to lunge forward over a distance and inflict two hits rather than one.

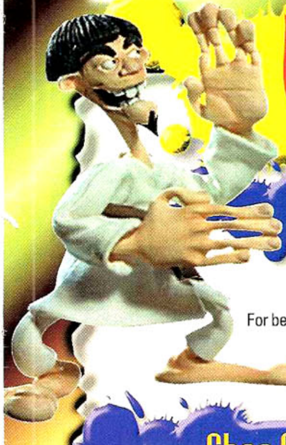


Blob Raid

→ ↘ ↓ ↙ ← + K

The Blob goes airborne with this nifty attack. Use a Backward half circle and any Kick to launch the air strike. Blob will turn into a plane and dive from the far corner of the screen straight into the enemy.





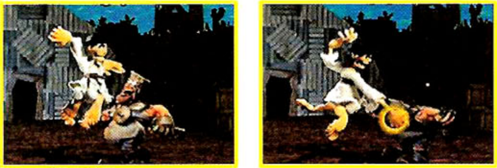
Kung Pow

This one-time cooking show host now chops, dices and beats bad clay fighters into clay-dough in the name of justice and better ratings. His five star Kung-Fu skills may be impressive, but you should try his Kung Pow chicken.

Hop Attack

↓ ↓ + P

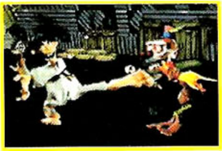
For best results on the Hop Attack, Kung Pow should be only slightly farther than arm's length from his enemy.



Chop Suey

↓ ↘ → + K

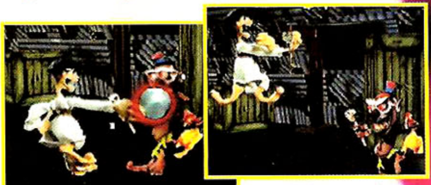
KP uses his amazing kicking skills to deliver this hot and spicy dish. Use the Heavy Kick for a multiple hit—it's a meal that keeps on giving.



Foo Young Flurry

P + P + P + P + P

For dessert, perhaps you would care for a Foo Young Flurry. Tap the Heavy Punch Button as fast as you can. Keep tapping it for repeated servings of Foo.



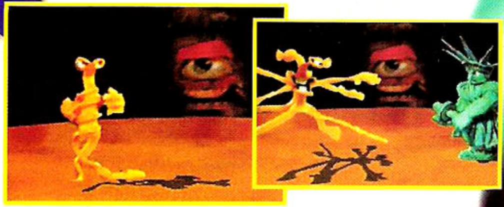
Taffy

Lately, Taffy has been stretching his horizons and turning into quite a sweet fellow. Along with Frosty, Taffy has turned over a new leaf and taken up the cause of goodness. So it is that he seeks his former circus colleague, Bonker, in the hope that he can prevent the mad clown from destroying Klaymodo Island.

Taffy Twist

↓ ↙ ← + P

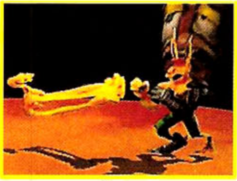
Taffyman gets really wound up with this move. When he lets himself go, his arms and legs fly out and slap the unsuspecting opponent.

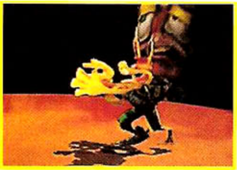


Taffy Slingshot

→ ← → + P

Taffy forms himself into a slingshot and shoots himself toward his opponent. The move requires a smooth motion from Forward to Backward to Forward again. Use any Punch Button.

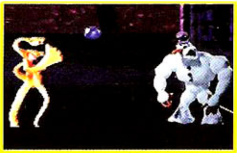


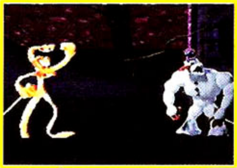


Gum Throw

↓ ↙ ← + K

Each Kick Button gives Taffy a different angle on the Gum Throw. For short distances and a low throw, use the Weak Kick. The Heavy Kick sends the gum ball a long way.

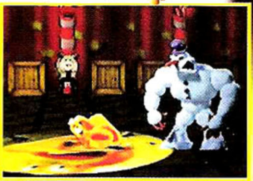




Jelly Roll

← ↙ ↓ ↘ → + P

This low roll can knock enemies off their feet. Use the Heavy Punch for the longest roll and greatest impact. The Weak Punch carries Taffy for only a single roll.



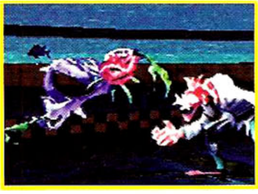
Ickybod Clay

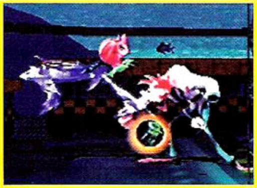
Once known as the Pumpkin Knight, Ickybod has since received a court order preventing him from using the nickname. Now he's really miffed. All night long, he haunts the island of Klaymodo, hoping to prove to himself that he is still the scariest of them all. He is neither good nor bad, just frightening. He has limited special moves, but they are strong.

Hop Attack

↓ ↓ + P

Any Punch Button works to activate Icky's Hop Attack, and there is no difference in the range of the attack with different punches.





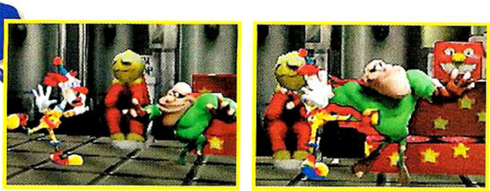
Bonker

As most people know, clowns are the purest form of evil in existence. Bonker, once the star of the Bungling Bros. Circus, has them all beat. Now that he is out of work squirting people in the eye with a flower, he has decided to destroy Klaymodo and all the clay folk who inhabit it. No one's laughing now.

Merry-Go-Round

↓ ↙ ← + K

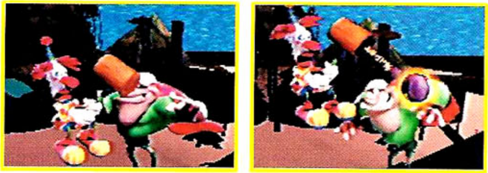
For great height and distance, use the Heavy Kick to activate the Merry-Go-Round. You'll spin into your foe from several steps away. It's a ride they won't soon forget.



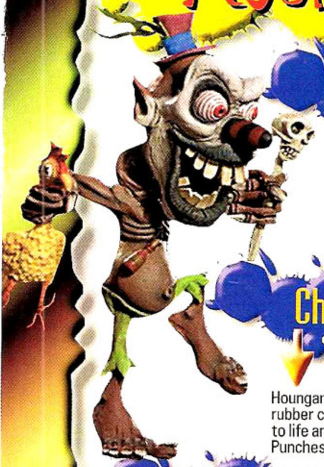
Hop Attack

↓ ↓ + P

Bonker pulls out a huge mallet and jumps into the air, then a punching fist pops out of the mallet to deliver the blow. Use the Heavy Punch to deliver the best punch line.



Houngan

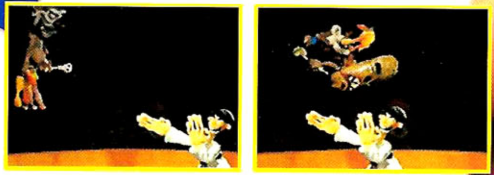


Houngan, a native of Klaymodo, performs the rites of black magic to snare people, but he hasn't yet caught the Zappa Yow Yow Boyz. Above all else, he wants to turn the three misfits into zombies because they keep sending their infernal goat to butt him.

Surfin' Voodoo

↓ ↙ ← + K

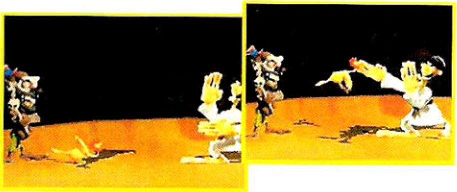
Houngan leaps aboard his Voodoo Surfboard and slams into the nearest clay opponent. The Heavy Kick gives you a good, but not unlimited, range.



Chicken Attack

↓ ↘ → + P

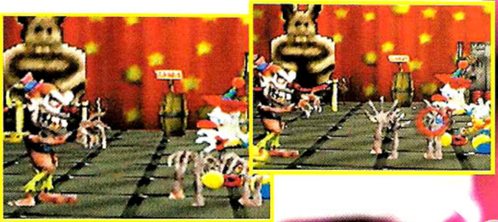
Houngan's rubber chicken is actually a "zombie" rubber chicken. If you activate it, the bird returns to life and flutters forward to peck your foe. All Punches work equally well.



Graveyard Shift

← ↙ ↓ ↘ → + P

This unusual distance attack causes numerous zombie hands to reach from the ground and tickle your opponent senseless. The tickling continues longer if you activate the Graveyard Shift using the Heavy Punch Button. Your foe won't be laughing for long if you keep up this subtle attack.



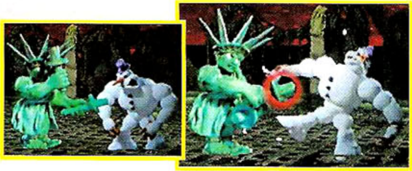
Lady Liberty

Fate has dealt a cruel blow to the once-proud symbol of America's liberty. The great statue has been mutated into clay and shrunk as a result of one of Dr. Kiln's experiments gone wrong. She'll stop at nothing to bring the rogue genius to justice.

Torchucks of Freedom

↓ ↙ ← + P

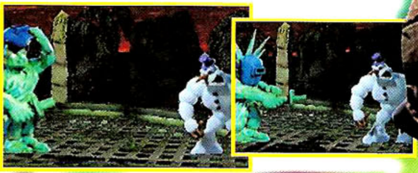
Lady Liberty wields her torch like a pair of nunchukas. The move is most effective at close range. Use the Medium or Heavy Punch to activate it.



Liberty Torch

← ↙ ↓ ↘ → + P

The torch of freedom turns into a blow torch of terror when Libbie whips out her welding mask and lights the flame. Activated with the Heavy Punch, the torch burns hotter.



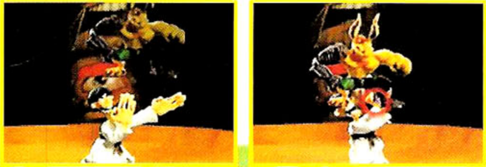
Boogerman

The master of mucus has come to the aid of the good clay heroes, using his natural groadiness to great advantage by gassing and burping his way to glory. He has the grace of the Tick, the flair of Superman and the smell of a dead trout.

Hop Attack

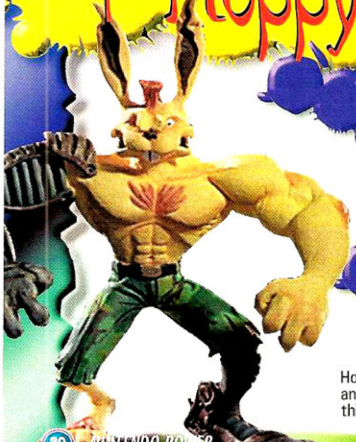
↓ ↓ + P

Boogerman's Hop Attack should be used at short range. He leaps gracefully into the air, then delicately delivers a shock of static electricity from the tips of his pinkies.



T-Hoppy

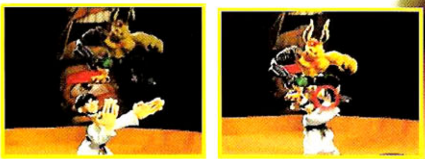
The Kiln System's T-Hoppy Model 101 Cybernetic Rabbit Organism may have been built by Kiln, but the mechanized rabbit has turned against his creator and is now dedicated to the downfall of Kiln.



Hoppy Stomp

↓ ↙ ← + K

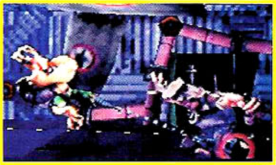
Hoppy's stomp takes three forms. The short-range Weak Kick Stomp, the mid-range Medium Kick Stomp, and the incredible, airborne Heavy Kick Stomp.



Hoppy Kick

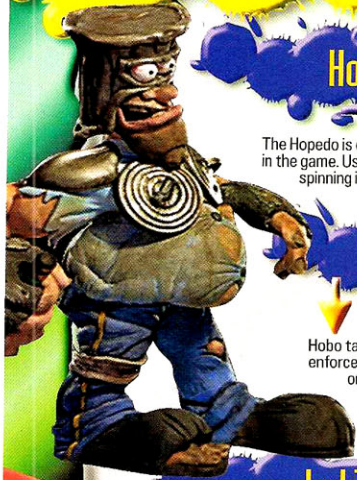
→ ↘ ↓ ↙ ← + K

Hoppy jumps up and backward while firing his bionic foot downward at an angle. Use the Heavy Kick to get the most height and distance on this move.



Hobo Cop

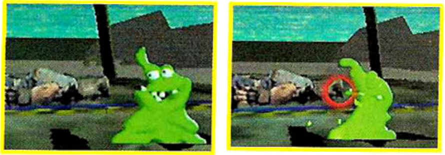
Hobo Cop spent too many years on the force trying to forget the horrors of his job. Now he's a staggering, swaying embarrassment to the badge. But even the lowest clay fighter has his dreams and his pride. Can Hobo Cop rise to the occasion and help Frosty bring Kiln to Justice?



Hopedo

→ + P

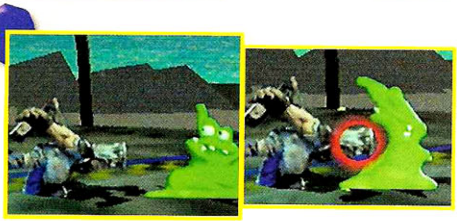
The Hopedo is one of the easiest and coolest moves in the game. Use the Heavy Punch to keep Hobo Cop spinning in the air for the longest time.



Ho Butt

↓ ↙ ← + K

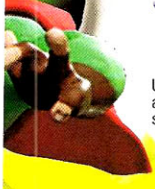
Hobo takes a hard-headed approach to law enforcement with this move. Keeping his feet on the ground, he lowers his head and rams his enemies.

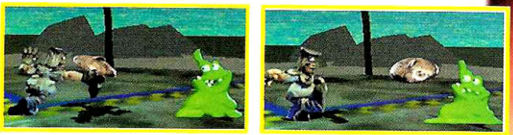


Lid Throw

← ← ← + P

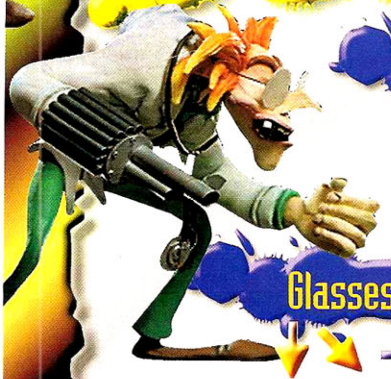
Using his trusty garbage can lid as a flying disc, Hobo hurls the lid at his foes while continuing to wobble at a great and relatively safe distance.





Dr. Kiln

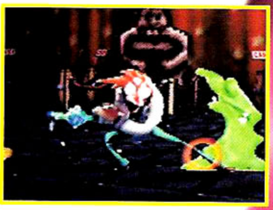
Deep in his secret lab inside the volcano on Klaymodo, Kiln hatches his most diabolical scheme ever. Using the dreaded "Mutogen," he plans to turn all the inhabitants in the entire world into clay automatons to do his bidding. You'll have to fight all the others to reach him.



Propeller Push

← ↙ ↓ ↘ → + K

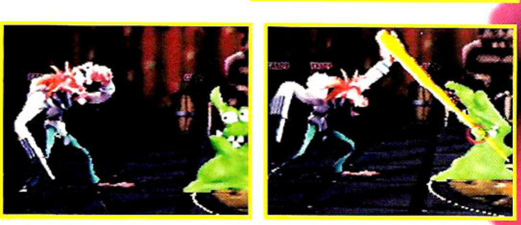
Stand close to your opponent and perform the move as indicated with any Kick button. A propeller will appear in place of the evil doctor's weapon hand and fly into your opponent. That's got to hurt, even if you are made of clay.



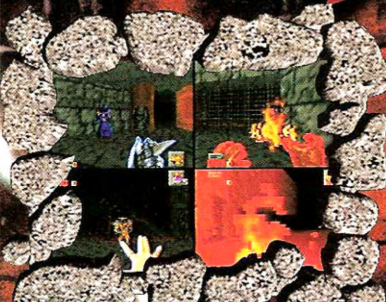
Glasses of Heat

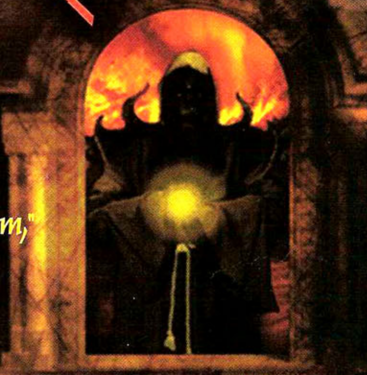
↓ ↘ → + P

Kiln rips off his specs, holds them up to the light, and the magnifying power of the lenses causes a laser-like ray to zap your opponent. And all in less than an hour.



HEXEN™





Hexen has been called a "medieval Doom," but expanded game play features and multi-player capabilities make it a very different (and bloody good) beast, indeed!

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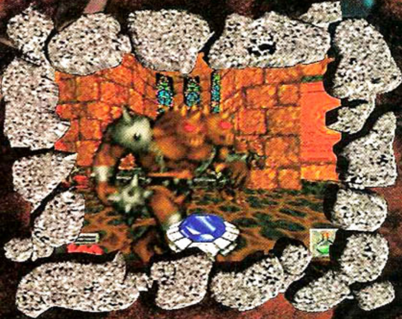
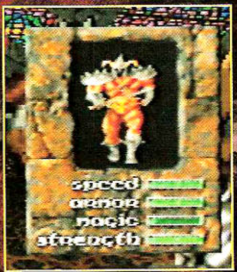


CLASS ACT

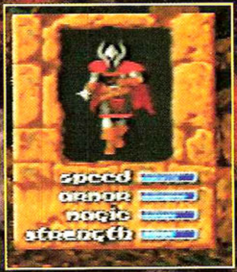
Like Doom, Hexen retains the first-person perspective and frenetic action of its predecessor, but some well-seasoned bits of adventure, RPG and even tournament fighter-style features have been stirred into its bubbling game play cauldron. For example, players are allowed to choose a character from three different classes (Fighter, Cleric and Mage), a la classic RPG games. Each character has his own strengths and weaknesses, and each demands a different style of play.

Baratus


speed
armor
magic
strength

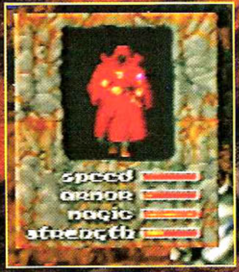
Fighter

Parias


speed
armor
magic
strength

Cleric

Daedolon


speed
armor
magic
strength

Mage

PUZZLES & PERIL

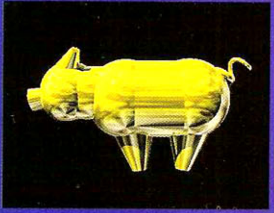
Though the emphasis here is on hand-to-claw combat, Hexen is also a solid adventure game. Players will use brains and brawn to hack their way through dungeons, castles and other appropriately dreary settings. The large stages are wide open for you to explore at your leisure (once you dispatch the hordes of slathering monsters, that is), and you will often move back and forth between several areas to solve puzzles. The most innocent-seeming action can sometimes have dire consequences, but you can always save your game with a Controller Pak before you attempt any risky business. Even if you don't have a Controller Pak, there are unlimited continues.

GEAR UP

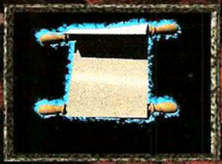
Each character can use only certain weapons and magic spells, but all armor and artifacts can be used by any character. Some artifacts, like the life-restoring Vials and Flasks, are fairly common. Rarer and more precious artifacts include the Icon of the Defender, which bestows temporary invulnerability and the Dark Servant, which creates a giant Maulotaur bodyguard that attacks enemies for 30 seconds.

– The Porkelator –

The Porkelator will transform most minor monsters and any player-controlled characters into pigs, which is especially entertaining in the multi-player Deathmatch (more on that in just a bit). The effect is temporary, but a Porkelated player's chances for survival are very slim!



The Wings of Wrath give you the ability to fly for short periods. Once you advance to a new level, the Wings will disappear.

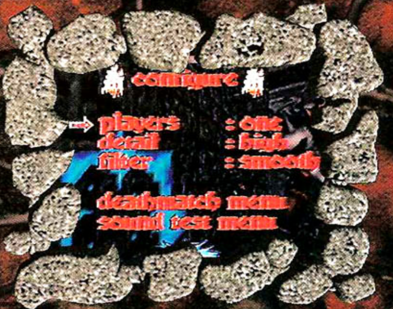


The armor-boosting (and often Heal power-and Mana-boosting) Mystic Ambit Incant is found in the cooperative play mode only.

The Boots of Speed temporarily add some zip to your stride. They are especially helpful to the powerful but plodding Mage.

GAME MODES

By this time, you may be asking yourself what makes Hexen so special. While it does have an interesting mix of features, you're probably thinking that there's very little to set it apart from Doom 64 or even Turok: Dinosaur Hunter. In one word: multi-player. Besides the standard one-player mode, Hexen also allows up to four players to participate in the main adventure game via a split screen. There's even a Deathmatch mode that pits two to four players against each other in a continuous melee across several arenas!


configure

players : one
detail : high
filter : smooth

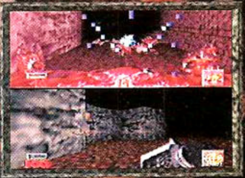
deathmatch menu
sound test menu

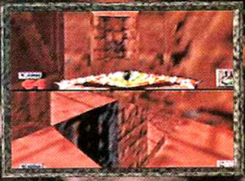
One-Player

This mode lets you face the perils of Hexen alone, to succeed or fail on your own. The weapons and magic spells you'll find will differ according to the character you choose, making for very different gaming experiences. Any character can use any piece of armor, but once again, the benefits will differ according to your class. Individual pieces of armor will wear out as you take damage, so gather up as much as you can as you go along.

Teamwork

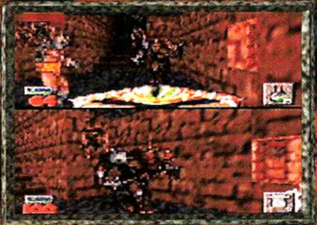
Cooperative play lets you cover more ground and see if an action in one part of a maze affects something in another part. If you're looking for a good two-player team-up, try pairing Parias and Baratus or Parias and Daedolon. Try to catch more powerful enemies in a crossfire to defeat them more quickly or, if you're surrounded, put your backs together and fire outward in sweeping arcs to avoid hitting each other.

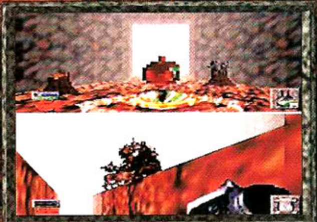




Cooperative

Using a split screen, this mode allows up to four players to participate in the adventure, giving you a much better chance for success. (Considering individual screen size and the speed of the graphics, the two-player cooperative mode is the best of the lot.) Be careful where you swing that sword or fling that Flechette, though, because you're not invulnerable to each other's attacks. If it's a fight you want, try the Deathmatch instead!

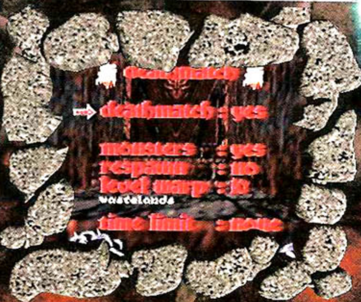




Player One takes the top half of the screen, while Player Two takes the bottom half. Watching your partner's half can sometimes be disorienting, so concentrate on your own.

Deathmatch

The Deathmatch mode is unique among N64 games, allowing two to four players (and a few stray monsters, if you wish) to go head-to-head in first-person combat. It's a continuous free-for-all where there are no established time limits or rounds unless you want them. Once a player is defeated, he or she need only press a button to return to the arena. In the meantime, the computer keeps a tally of wins and losses.



deathmatch

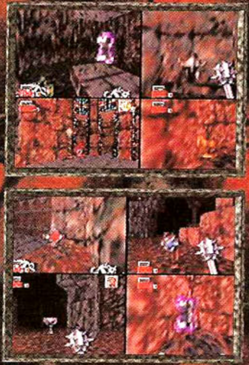
deathmatch : yes

monsters : yes
respawn : no
level warp : 10
wastelands

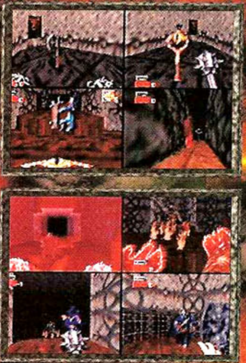
time limit : none

Use It Or Lose It

Artifacts, armor and weapons of all kinds are strewn about the arenas, and you're limited only by your character class and you're imagination. Some warriors prefer rapid-fire weapons that, while less powerful, allow them to keep opponents off balance and often blinded by flashes and explosions of energy. Powerful weapons tend to be slower, but if your aim is true, you're guaranteed a quicker win.



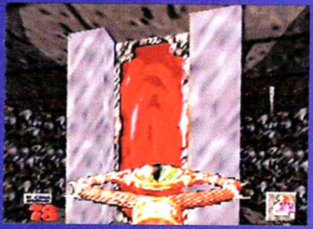
The Icon of the Defender, the Porkelator, the Wings of Wrath and the Disc of Repulsion are all Deathmatch faves.



Rapid-fire weapons are difficult to avoid, and even if you're not being hurt much, it's hard to retaliate while you're being hit.

Teleporters

The Deathmatch arenas are exactly the same as the levels in the main adventure game, complete with teleporters that transport you between two locations or advance you to the next level. If one warrior teleports to the next level, all the warriors will be transported as well, and the win/loss tally will reset back to zero.

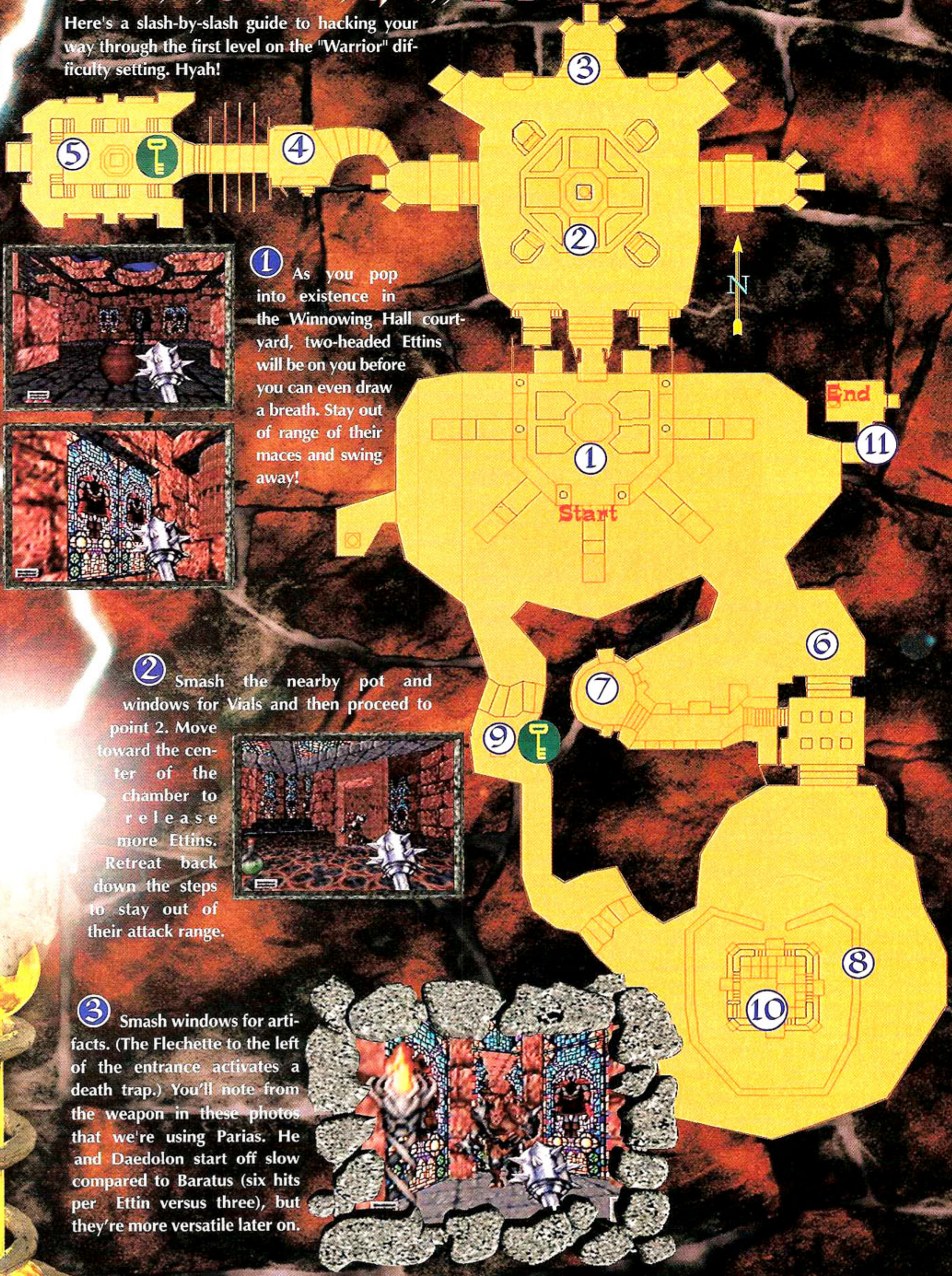


Deathmatch Dance

Many battle strategies that work in the main game also work in the Deathmatch. Try to use any available cover and use the Strafe technique to fire and duck behind obstacles. You can also run around your opponent in a circle, making it tough for him or her to get a bead on you. If you have a Deathmatch partner, use the cross-fire tactic again, perhaps with one of you firing from above. Watch where your opponent goes to rearm and reload, and cover the teleporters to thwart any escape attempts.

Winnowing Hall

Here's a slash-by-slash guide to hacking your way through the first level on the "Warrior" difficulty setting. Hyah!

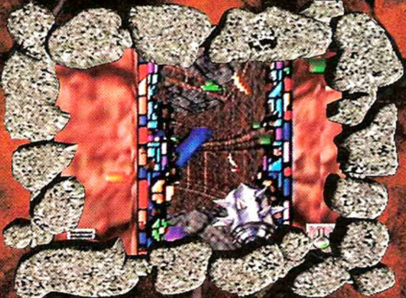


① As you pop into existence in the Winnowing Hall courtyard, two-headed Ettins will be on you before you can even draw a breath. Stay out of range of their maces and swing away!

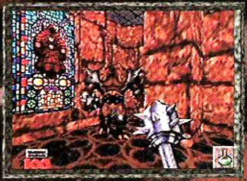
② Smash the nearby pot and windows for Vials and then proceed to point 2. Move toward the center of the chamber to release more Ettins. Retreat back down the steps to stay out of their attack range.

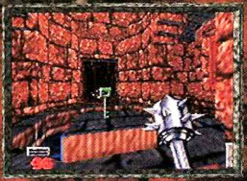
③ Smash windows for artifacts. (The Flechette to the left of the entrance activates a death trap.) You'll note from the weapon in these photos that we're using Parias. He and Daedolon start off slow compared to Baratus (six hits per Ettin versus three), but they're more versatile later on.

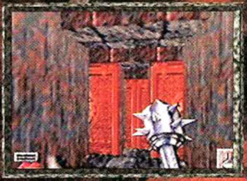
④ Smash the right-hand window in the west alcove to uncover a hidden staircase. Follow it down and defeat any Ettins lying in wait. Pull the chain to open the next series of doors. Run up the stairs and press B to open the last door. As you continue into the room, the walls will slide open to reveal more Ettin guards.



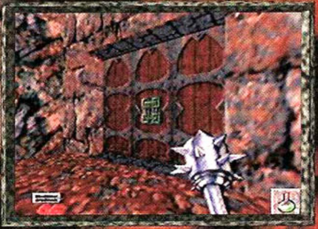
⑤ Grab any artifacts and then pull the chain to reveal the Emerald Key. Once you collect the key, the exit doors will start opening and closing in sequence. When the inner door opens, make a run for it. If the outer door closes in your face, hightail it back into the room or you'll be crushed!

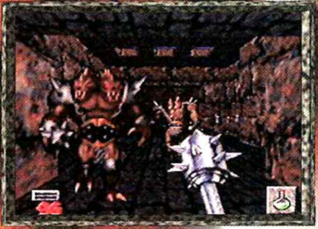




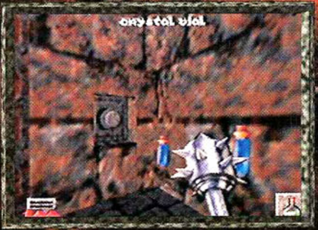


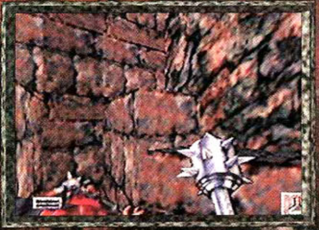
⑥ Make your way out to point 6 on the map. New Ettin guards will be teleporting in from time to time, so watch your back. The Emerald Key will enable you to unlock the door at point 6. Clear the room of guards and then press the crescent-shaped button to open a hidden door behind you.

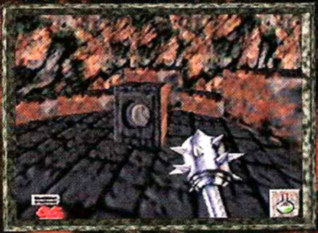


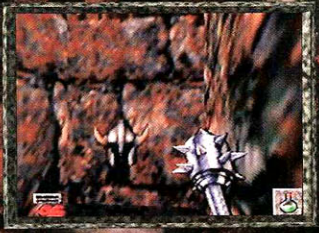


⑦ Climb up the stairs and head to the end of the rampart. A small pillar will pop up. Press Down on the Control Pad to look down and press B to activate the crescent button. Now head back toward the stairs, but before you go down, jump up on the wall to the right. Go around the corner to find a Platinum Helmet.



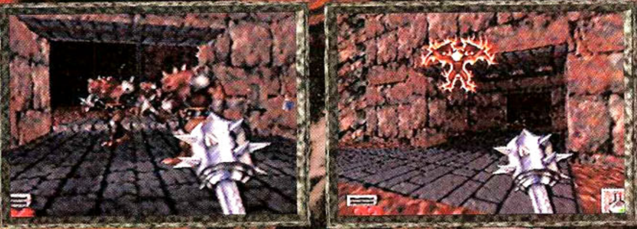






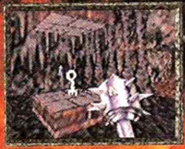
Armor will equip itself automatically. The Platinum Helmet is not very sturdy, but it's all you'll have for now.

⑧ Go back downstairs. The door to the next courtyard will now be open. You'll run into yet more Ettins and one new enemy, the winged Afrit. Stay under the lip of the roof to avoid the Afrit's fireballs, at least until all the Ettins are dealt with. You don't need to look up to hit the Afrit. As long as you're in range and facing the right direction, you'll hit it.

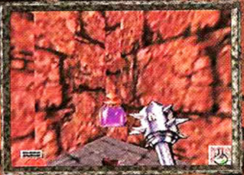


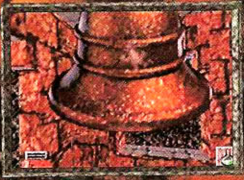
The Afrit's fireballs can be devastating in your relatively weak state. Use the Strafe move to dodge and then close in to attack.

⑨ The door to the tower will be locked, so head down the tunnel on the west side of the courtyard. Collecting the Silver Key will activate another door deathtrap. Watch the pattern of the doors before you try to exit. If you have a Controller Pak, this would probably be a good spot to save your game.

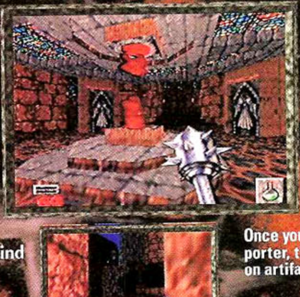


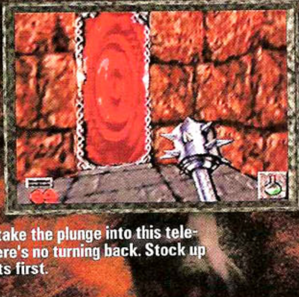
⑩ Walk back out to the courtyard. Unlock the door to the tower and walk up the stairs. Tread carefully near the top, since a long fall can knock quite a few points off of your health meter. Hit the bell with your fist or your weapon to start it ringing. Now head back to point 2 in the main building.





⑪ Ringing the bell activates the teleporter at the center of the main hall. Step into the flames to be transported to a newly opened alcove at point 11 on the map. You'll see a shimmering red door nearby. This is the teleporter that will transport you to the next level. You can either go back out through this level to gather up any stray artifacts you've left behind or leap headlong into the next area.





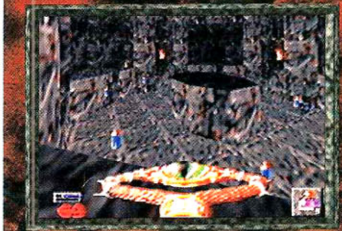
Once you take the plunge into this teleporter, there's no turning back. Stock up on artifacts first.

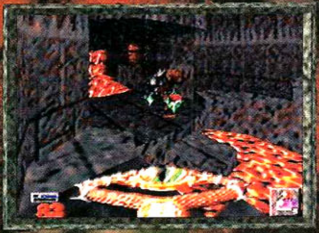
THE ROAD AHEAD

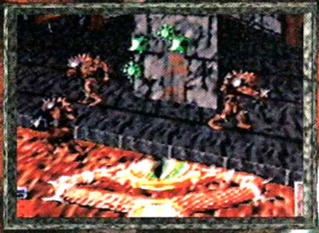
The Winnowing Hall was just the beginning of your dark and deadly adventure. From here, Hexen continues through five more main levels and several secret sub-levels, each more mind-bending and harrowing than the last. Many more weapons, spells and artifacts will come into play as time goes on, and your enemies will only become more powerful, intelligent and tenacious. Explore and try everything, but be careful!

Seven Portals

The next level is known as the Seven Portals, and you'll most likely find your first weapon upgrade in the main courtyard. You haven't had to worry about collecting Mana thus far, but second-tier weapons use several points of Mana to supercharge each swing or shot.

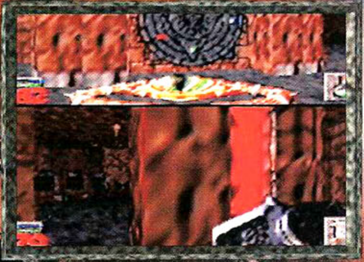


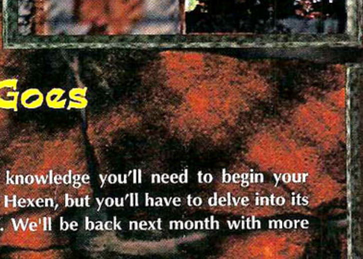




The Heresiarch's Seminary

The Winnowing Hall is the only main level that comprises a single maze. The Seminary is made up of six mazes, each far larger than that first Hall. Combat will now be tougher, as will the puzzles. Rely on tactics rather than lots of Mana and artifacts to defeat minor enemies. Save powerful artifacts for the "bosses" you'll be encountering. In this level, find replace five gems, and then explore the chapels to light up nine wall panels.





The Road Goes Ever On...

We've given you the basic knowledge you'll need to begin your explorations of the world of Hexen, but you'll have to delve into its darkling depths for yourself. We'll be back next month with more maps and tips!

CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #

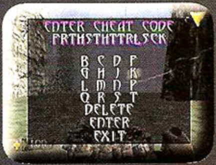
TUROK
DINOSAUR HUNTER

More Cheat Passwords

Turok: Dinosaur Hunter is back in the lead-off spot this month with three more prehistoric passwords that will grant you infinite lives, all weapons, and unlimited ammunition. Remember that you must type in these passwords using the Enter Cheat option and then use the Cheat Menu option to turn the cheats on and off. These cheats won't help you find all those bloody Mystic Keys, but at least you won't get as bloody while you look for them!

Infinite Lives

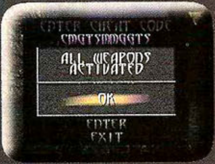
To ensure that you'll reach the end of this adventure one way or another, enter this password: FRTHSTHTTRLSCK. Now if you only knew where all the warps were...



ENTER CHEAT CODE
FRTHSTHTTRLSCK

All Weapons

Enter CMGTSMMGGTS as your password to gain access to all the weapons. It just wouldn't be a party if you didn't bring the missile launcher!

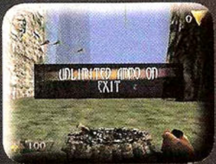


ENTER CHEAT CODE
CMGTSMMGGTS

ALL WEAPONS ACTIVATED

Infinite Ammo

It's the gift that keeps on giving. Enter BLLTSRRFRND as your password for unlimited ammo. Here, raptor, raptor!



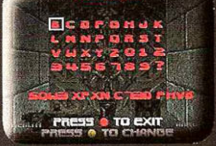
UNLIMITED AMMO ON

DOOM 64

Where the Cacodemons Roam

The last couple of issues of NP have featured mondo maps and strategies for this year's preeminent platform shoot-'em-up, Doom 64. If that still wasn't enough to keep you from becoming a smear on the floor of the Phobos station, here are the passwords to the first few stages of the game. Maybe the Marines will award you a medal—if you live that long, that is!

Stage	Password
The Terraformer	CT5KQBYTSVS?FJK7
Main Engineering	B7P92H6FRHQ0Z??Z
Holding Area	C7BTHJZ2SDZZYDKB
Tech Center	WR5HRTXX5C7DYSPB
Alpha Quadrant	V87NRTZSGCNDN5PB
Research Lab	VR9HRTX55C3PFSPB
Final Outpost	Y9KCR271XDMT6M5B
Even Simpler	YSNQVF0LM61NYB5B
The Bleeding	X8ZQQFXSLF5NPJNB
Terrorcore	5QW3XFXNC73DFHVB
Altar of Pain	4?T3QF04BB1F6JLB
Dark Citadel	4Q5MQKWWBCRXY9VB



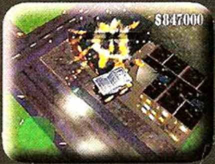
Enter these passwords as normal.

It's time to lock and load, marine! Hoo-rah!

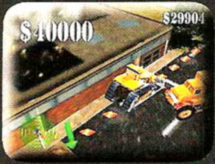
BLAST CORPS

Instant Demolition

This trick will sometimes let you destroy an entire building all at once. Park your vehicle right next to a building or between two buildings so that the driver will not be able to get out. Press and hold the Z Button. The driver will scream, "Doh!" several times, and then the building will come tumbling down! This trick won't work for every building, but it seems to work best with the Backlash dump truck. If you try this trick and you get the message to "try something else," the trick won't work on that building.



In some cases, only part of a building will be destroyed.

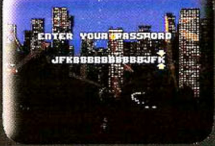


Try this in the Beeton Tracks stage and see what happens!

LAMBORGHINI AMERICAN CHALLENGE

Beaucoup Bucks

Lamborghini American Challenge is one of many Player's Choice rereleases we've seen over the past year, and more are on the way. To start off this cannonball run across the U.S. in style (and with six million big ones in the bank), enter JFKBBBBBBBBBBJFK as your password.



ENTER YOUR PASSWORD

JFKBBBBBBBBBBJFK

You'll have enough buckage for a lot more than fancy wheel covers.

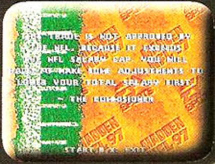
Your deep wallet won't keep the competition or the highway patrol off your back.

MADDEN NFL 97

Bypass the Salary Cap

If you're not up to slogging your way through an entire season, press A, Y, A, Y and the R Button on the Game Setup screen to see a generic version of the Super Bowl win screen. For 15-second quarters, highlight the Quarter Length option on the Game Setup screen and press Y, A, Y, A and the R Button. If you're trying to trade for a terrific player that you really must have, but the computer is telling you that you've reached your salary cap, press Y, A, Select and A to bypass the cap and add that player to your roster.

We're all going to Disneyland! We're all going to Disneyland!

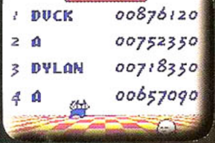


Enter the salary cap code when this warning appears.

KIRBY'S PINBALL LAND

Bosses Only

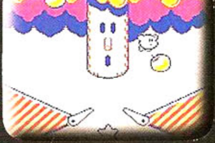
Here's a Player's Choice rerelease for Kirby fans. To battle only the game's bosses, press Right, Select, A and B simultaneously on the Title screen. Press Start to begin a new game. A list of the bosses' names will appear. Hit the star next to the names to begin.



RANKING

1	DUCK	00876120
2	A	00752350
3	DYLAN	00718350
4	A	00657090

If you enter the code correctly, a cat will run across the High Score screen.



Like they say, he's one tough cream puff!

NBA HANG TIME

Complete Codes

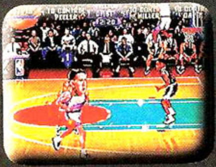
As promised, here are all the codes we have on the N64 version of NBA Hangtime. There was some confusion over which codes worked with which version, so we hope this helps. The codes below are entered on the Matchup screen except where noted. To use a duplicate or a hidden player, type in a name and its PIN at the start of a game. To use the Match-Up codes, enter the proper numbers on the Matchup screen and press Down. Note: "Tournament Mode" activates a tougher play mode, not a tournament.

Rooftop/Shot %

To get a breath of fresh night air, hold Left and press Turbo three times. To activate a shot percentage display, rotate the Control Stick clockwise starting from Up, then hold Up.

Big/Huge Heads

For a big head, hold Up on the Control Stick, Turbo and Pass as you enter the Matchup screen. If you want a *really* big head, press Up, Up, Pass and Turbo on the Match-Up screen.



Rodman/Random

If Dennis needs a new do, bring him up on the Team Select screen and press Pass. To choose a team at random, hold Up and press Turbo on the Team Select screen.

SQUAD
OPPONENT NEEDED
PIPPEN
RODMAN
PRESS START

Power Special

Press Up, Right, Down, Left, Start, A, B, Y, X and Select on the Matchup screen for Unlimited Turbo, Hyper Speed, Max Block, Max Speed and Fast Passing combined.

Duplicate/Hidden Players

NAME	PIN	NAME	PIN
Kidd	0000	Danr	0000
Glennr	0000	Jason	0729
Hgrant	0000	Nobud	1010
Kemp	0000	Divita	0201
Smits	0000	Jfer	0503
Pippen	0000	Marty	1010
Motumb	0000	Jamie	1000
Webb	0000	Patf	2000
Stackh	0000	Quin	0330
Malone	0000	Marius	1005
Rodman	0000	Turmel	0322
Ghill	0000	Jonhey	6000
Ewing	0000	Carlos	1010
Cliffr	0000	Nick	7000
Webber	0000	Mortal	0004
Mursan	0000	Kombat	0004
Davidr	0000	Perry	3500
Starks	0000	Munday	5432
Dream	0000	Danicl	0604
Johnsn	0000	Morris	6000
Rice	0000	Shawn	0123
Mourng	0000	Root	6000
Ahrdwy	0000	Nfunk	0101
Elliott	0000	Amrich	2020
Miller	0000	Eugene	6767
Japple	6660	Bardo	6000
JC	0000	Eddie	6213
Minife	6000	Mednik	6000
MXV	1014	Sno	0103

Matchup Codes

025	Baby Mode
048	No Music
111	Tournament Mode
120	Fast Passing
273	Stealth Turbo Meter
284	Maximum Speed
390	No Pushing Allowed
461	Unlimited Turbo
552	Hyper Speed
616	Maximum Blocking (Two-Player only)
709	Quick Hands (Maximum Steal)
802	Maximum Power
937	Legal Goal Tending

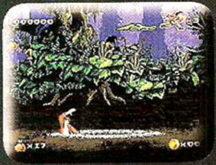
CLASSIFIED INFORMATION

Multiple Cheats and Codes

Here's another terrific rerelease that should be in stores any day now, if it isn't already. It deserves a replay and a few good codes.

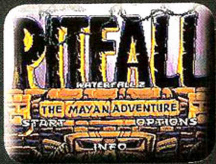
Unlimited Con't.

Here's the oh-so-simple yet oh-so-valuable formula for unlimited continues: when you're defeated and the Continue screen appears, just press Start repeatedly.



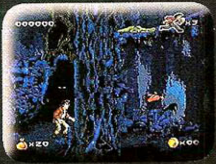
Stage Select

To skip the bungle through the jungle, press X, Select, A, Select, Y, A, X and Select on the Game Start screen. Use the L and R Buttons to scroll through the stage list.



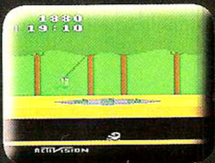
Begin on Level 6

To beat at least some of the jungle heat, press A, X, A, Y, A, X, Select, Start and Start on the Game Start screen. You'll now begin the game on Level 6.



Original Pitfall

The entire original version of Pitfall has been hidden in this Pak. Press A, A, A, A, A, A, Select and Start on the Game Start screen to access it. It's primitive, but still fun!

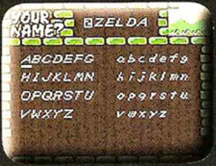


Aww, Link! Chicken *Again?*

No roster of Player's Choice classics would be complete without Link's legendary Game Boy adventure. We'll finish off this month with codes, tricks and yummy chicken!

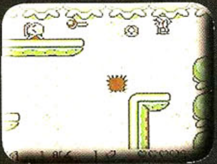
Change Channels

To start the game with new background music, select an empty file and enter ZELDA (they must be all capital letters) as your name.



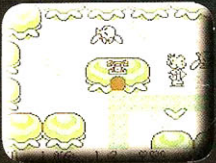
Explosive Arrows

Equip both the Arrows and the Bombs and then fire them simultaneously. Presto! You'll have some handy explosive-tipped Arrows!



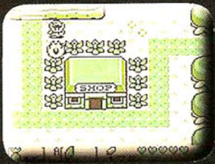
Rooster & 'Rang

Throw the Boomerang. Pick up the Rooster before the 'rang comes back. You'll float safely above as the 'rang whirls below. The Boomerang will defeat any enemies it touches.



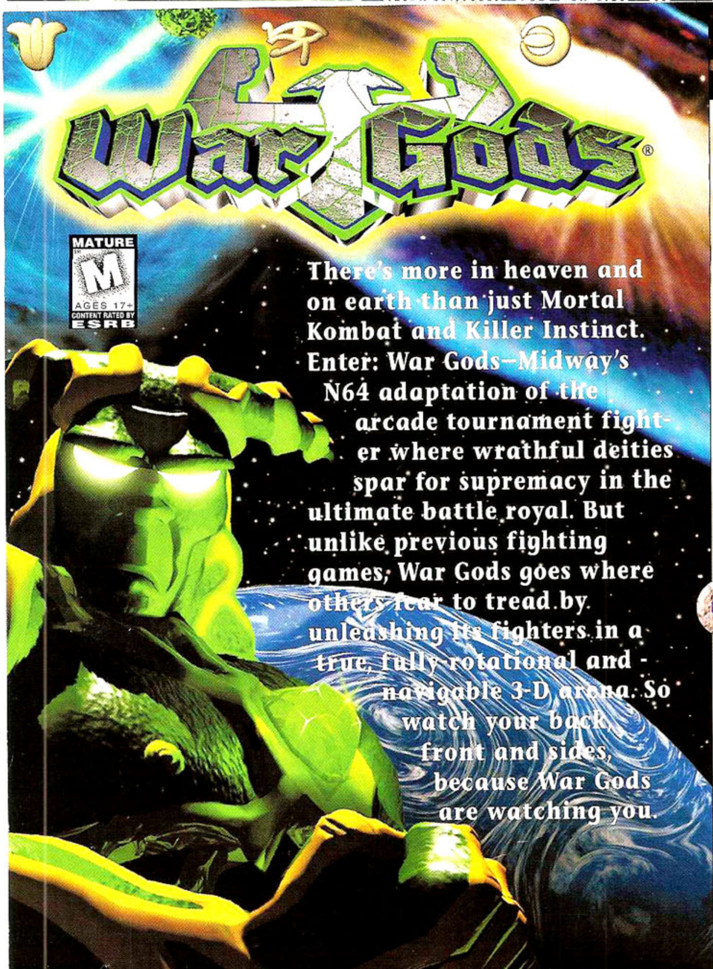
Shake & Bake

This one is just for fun. If it's nearly dinner time and there's nothing in the cupboard, sprinkle a little Magic Powder on or fire the Flame Rod at a chicken and see what happens!



Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

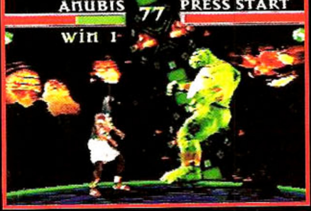
**Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733**



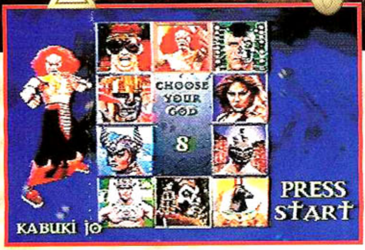
There's more in heaven and on earth than just Mortal Kombat and Killer Instinct. Enter: War Gods—Midway's N64 adaptation of the arcade tournament fighter where wrathful deities spar for supremacy in the ultimate battle royal. But unlike previous fighting games, War Gods goes where others fear to tread by unleashing its fighters in a true, fully rotational and -navigable 3-D arena. So watch your back, front and sides, because War Gods are watching you.

IMMORTAL COMBAT

Step into the ring where wrathful gods are clashing for possession of an alien element called Ore. The mysterious life-giving substance was the payload on a space ship cruising through our solar system billions of years ago. The ship crashed, and the Ore was scattered across Earth. Over the eras, 10 diverse mortals came into contact with the Ore, which transformed them into powerful gods bent on possessing the entire supply of the celestial substance. Now, one by one, the warlords fight to the finish to win control of the Ore. Faithful to its arcade incarnation, War Gods is complete with containment spells, devastating combos, cinematic fatalities and the ultimate showdown against two vengeful and almighty Overlords.



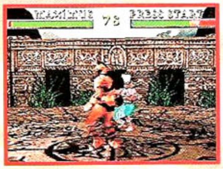
© 1996 Midway Games Inc.

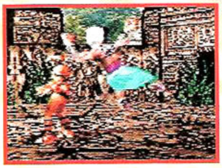


FIGHTING FEATURES

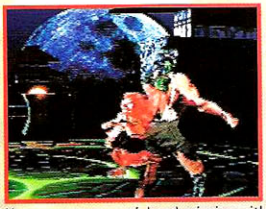
The wide array of special maneuvers are fairly easy to execute, making War Gods fun for reckless button-mashers. It involves an eternity of strategy, too, since each fighter's special move is tailored to counter specific attacks. What really makes War Gods an appealing challenge, however, is its divine trinity of 3-D escapes, gory fatalities and combo features.

THE 3-D ESCAPE





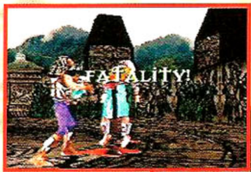
Previously, fighting game combatants were forced to wage their entire battle directly lined in front (or in back) of the other warrior. With the introduction of the 3-D button, War Gods opens the arena to a full 360 degrees, allowing fighters to dodge or attack in any direction. Now, rather than being limited to back-and-forth motions, fighters can leap to one side or even circle around their opponents. Of course, for every action there's an equal and opposite reaction. You can counter 3-D escapes, by launching 3-D projectiles to spread the damage across the entire arena.

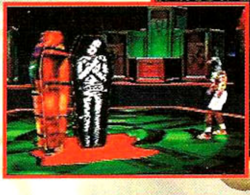


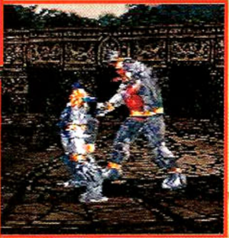
Keep your opponent's head spinning with the 3-D escape—it's your strongest defense and the best way to close in on foes while they're not looking.

FATALITIES

If you're into ungodly displays of gore, then these fatalities are your heaven-sent fighting finales. Execute your fatality when you're prompted to "Prove Yourself", and you'll send your enemy to a graphic demise (like Ahau Kin eating his victim's heart, Voodoo gutting the loser in effigy, or Cy-5's space ship beaming his foe into oblivion).

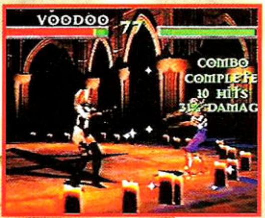






COMBOS

Most combos consist of only button hits, rather than incorporating Control Stick moves, so button-mashers and beginners can have a heyday fighting the War Gods. Timing's still the key to pulling off relentless rapid-fire combos, so chaining together punches and kicks will take some practice. To initiate a combo, move the Control Stick back then forward, followed with a series of quick button hits.



Sock it to 'em with Pagan's 10-hit combo: move the Control Stick B, F+HP, HK, HP, HK, HK, HK, LK, LK and HP.

FIGHTING FUNDAMENTALS

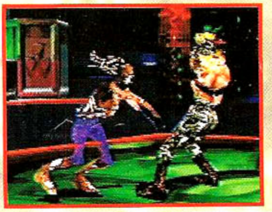
Be familiar with the battling basics before entering the coliseum of the gods. You can switch any strong defense into an offensive affront by catching your opponent off guard (for example, the CPU tends to hesitate after you block its special move, giving you enough time to counterattack). The following fundamentals can help you effectively mount your counterattack.

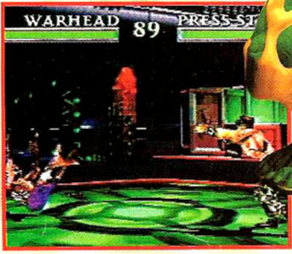
BODY LANGUAGE

You can anticipate many of your opponents' moves by paying close attention to their body language and visual cues. Most gods conjure containment spells by raising their arms, so dash their plans by using a 3-D dodge. Gestures, some slighter or faster than others, precede all special moves, so keep your hair-trigger reflexes on edge in order to defensively react.

SHOVE AND THROW

One of your most useful defensive moves can easily become an offensive move. When you're blocking hits, tap the Block button twice in a row to shove your opponents away from you. The shove is unblockable, so if you need space, push your foes out of the way. Fire projectiles to keep them on the offensive, then close in with an onslaught of combos.





WAR GOD MOVES

Although they each have limited abilities, all of the War Gods will be fairly equal once you have mastered exploiting their special moves. The following chart details each War God's unique maneuvers. Moves are executed up close unless otherwise noted.

Control Stick directions
F=Forward **B**=Backward **U**=Up
D=Down

Buttons
HP=High Punch **LP**=Low Punch
HK=High Kick **LK**=Low Kick **BL**=Block
3D=3-D [ ] hold button in brackets

Ahau Kin

Ahau Kin is an evil priest who sacrificed his slaves to recover the prized Ore that was buried deep within his tribe's sacrificial well. In his fatality, the god returns to his sacrificial ways by ripping out his victim's heart.

DAGGER STAB	B, D, F, LP
SWORD SWIPE	F, D, B, HP
BLOW DARTS	B,B,B, F, HP
SUNGATE	D, U, LK
SUNBURST	B, F, LP
CLOTHESLINE	F, F, HK+LK
FATALITY	[BL] U, D, U, BLOCK, 3D, HK
COMPLETE COMBO	B, F, HK, LK, HK, LPx2, HPx3, HK

Anubis

When the Egyptian grave robber tried to steal a piece of Ore, its curse turned him into Anubis, the god who leads the dead to judgment. When Anubis passes judgment with his fatality, he entombs his enemies, then mummifies them.

HORN CHARGE	F, D, B, LK+HK
STAFF SWEEP	F, D, B, LK
DOUBLE CHOP	F, F (DURING STAFF SWEEP)
STAFF BOLT	D, DF, F, HP
TELESTAFF	B, F, LK
PYRAMID	D, DB, B, LP
FATALITY	F, D, B, HP+HK
COMPLETE COMBO	B, F, HP, HK, HP, LP, BL, F, F, B, F, HK+LK

Cy-5

The Ore-powered cyborg computes that Ore is needed for greater human consciousness. To reach his quest, Cy-5 contacts his mother ship to execute his fatality. Hovering above the victims, the space ship beams them into oblivion.

THE BLENDER	F, D, B, HP
GROUND LASER	B, D, F, LP
OVERHEAD LASER	[3D] B, U, F, HP
TELEPORT	D, DB, B, LK
ORBITER	B, B, LP(UP TO 4)
FATALITY	B, B, HP (1/2 SCREEN)
COMPLETE COMBO	B, F, HP, HP, LP, HP, LP

Kabuki Jo

The samurai must win all the Ore in order to reconcile with its power, which possessed him to turn against his own men. He'll do whatever it takes to win, including performing his fatality by impaling foes on his Dragon Staff.

SWORD FLURRY	F, F, HP+LP
DRAGON STAR	B, D, F, HP
STAR SPREAD A	[3D] B, D, F, HP
STAR SPREAD B	[3D] B, D, F, LP
DRAGON BREATH	B, F, LP
DRAGON STAFF	F, D, B, HP, LP, LK
GROUND FLAMES	B, D, F, LK
FATALITY	B, D, F, LK+HK (SWEEP DISTANCE)
COMPLETE COMBO	B, F, HP, HK, LP, LP, HK+LK, D, F, HK+LK

Maximus

Before becoming a god, the enslaved Maximus rebelled against his masters and stole their Ore. Devoted to avenge the enslaved by conquering the Ore, the gladiator slashes his victims in half to win his matches with a fatality.

HAMMER-CUT	D, DF, F, LP
HAMMER-SLAM	3D, U, D, LP
HAMMER-TOSS	F, D, B, HP
GRAB & NOOGIE	F, F, HP
NET	B, F, HP+LP
HEAD BUTT	B, F, LP
GROUND SLAM	[3D] U, B, LP
FATALITY	[3D] F, F, HP+LP
COMPLETE COMBO	B, F, HP, HP, LP, F, F, LK, LP, HP, HP, LP, B, D, F

Pagan

Hungry for the Ore's power, the mistress of the black arts finishes her foes off by summoning Medusa's floating head to turn her victims into stone. The snake-haired gorgon then fires lasers to demolish the statues into rubble.

LEG TOSS	F, F, HK
LIGHTNING BOLT	D, DB, B, HP
TELEPORT	D, D, LK
LEG COPTER	B, D, F, HK+LK
SKELETON HOLD	B, DB. D, DF, F, LP
FATALITY	B, F, LP (1/2 SCREEN)
COMPLETE COMBO	B, F, HP, HK, HP, HKx3, LKx2, HP

Tak

Brought to life by the Ore, the stone idol fights for his city's honor. In his fatality, Tak hammers his foes into the ground until only their heads peek above the surface. With vengeance, he punts the head into the stratosphere.

SUPLEX	F-B, HP
OVERHEAD-THROW	F-B, LP
ROCK CRUSH	D, DB, B, HP
BOULDER	B, D, F, LP
EARTHQUAKE	[3D] B, U, F, LK
FATALITY	B, DB, D, DF, F, LP+HK
COMPLETE COMBO	B, F, HP, LP, LP, LK, LK, HPx3, HK

Vallah

During a great war, the Viking stumbled upon the Ore that turned her into a goddess. Her domain is the ice, but her fatality involves fire—by raising her hands to Odin, Vallah sets her victims ablaze leaving only ashes behind.

SHIELD CHARGE	B, F, LK+HK
SHIELD BASH	D, DB, B, LP
AXE IMPALE	B, B, HP
AXE TOSS	B, D, F, LP
3D AXE TOSS	[3D] B, D, F, LP
SKULL SNAPPER	F, D, B, HP
FATALITY	F, F, LK
COMPLETE COMBO	B, F, HP, HP, LK, LK, HP, LP, LP, HP, B, D, F, HP

Voodoo

Villagers revolted against the witch doctor and left his body in a swamp containing Ore. It brought him back to life, and now he exacts revenge by clawing at voodoo dolls to deal a similar fatality to their War Gods counterparts.

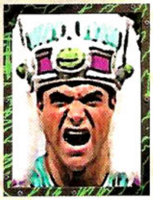
GRAB & SLAP	B, F, LP
HIGH SKULLWING	D, DB, B, HP
LOW SKULLWING	D, DB, B, LP
BONE RAIN	[3D] B, U, F, HP
TELEPORT	B, F, LK
SNAKEFIST	B, B, LP
SPINNING CLAW	B, D, F, HP+LP
FATALITY	B, F, LP (1/2 SCREEN)
COMPLETE COMBO	B, F, HP, HK, HP, LKx3, LPx3, HK, HP

Warhead

Warhead became a god after he was caught in a nuclear explosion of Ore. To succeed in his new mission of claiming the Ore, the commando radios in an air strike to nuke his prisoner of war in a mushroom cloud of devastation.

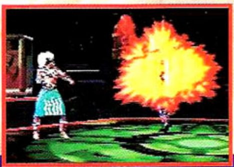
CANNONBALL	B, F, HK+LK
GRAB & POUND	F, B, HP
MISSILES	F, D, B, LP
3-D MISSILES	[3D] F, D, B, LP
SHOCKWAVE	[3D] B, U, F, HP
FATALITY	F, DF, D, DB, B, HK (1/2 SCREEN)
COMPLETE COMBO	B, F, HPx2, LPx2, LKx2, HKx2, LP

Ahau Kin

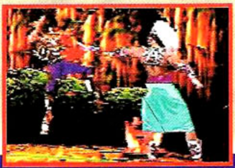


···HIGH PRIEST···

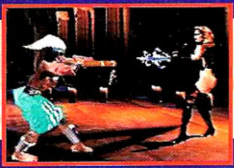
Ahau Kin's main strategy is to attack his opponents after he has trapped them. He'll then teleport to catch his enemy off guard with another trap. The evil priest frequently conjures up his Sunburst, a spell of containment that swallows its opponents in a floating ball of fire. His trap temporarily renders foes defenseless, while he is free to abuse them as punching bags. Eclipse his sun snare by blocking or dodging as soon as you see him raise his arms skyward to send his Sunburst into orbit. After Ahau Kin attacks, he will quickly retreat, making it difficult to counterattack him. Fight fire with fire by charging him then teleport away. Ahau Kin will try to escape your attacks, so teleportation may cut him off at the pass.



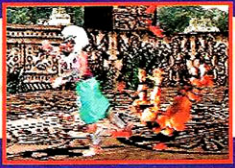
Ahau Kin's Sunburst trap buys him time to fight without opposition. Use it to ensnare your foe, then jump in for the attack.



The Dagger Stab works only at close range, but it knocks foes off their feet. Before they get up, pounce on them with a combo.



Launching a trio of Blow Darts can swiftly catch your opponent off guard as well as quickly drain 28% of their vitality.



The Clothesline sweeps in with little warning and is a speedy way to take opponents to the cleaners in the blink of an eye.

Fighting as...

ANUBIS
Telestaffing will keep you away from the Sunburst and allow you to knock Ahau Kin off his feet.

CY-5
Arm your Orbiters and stay on the offensive by taking to the sky to fire your Laser beams.

KABUKI JO
Trap Ahau Kin with Ground Flames, then blast him with a Star Spread or Dragon Breath.

MAXIMUS
Trap the high priest with your Net so he can't summon his Sunburst, follow with a combo.

PAGAN
Wait for him to fire up the Sun burst, 3-D dodge, then surprise him with the Leg Toss.

TAK
Unleash an avalanche of Boulders on Ahau Kin so you can get close enough to throw him.

VALLAH
Get on the offensive with the 3-D Axe Toss, then trap him with the Skull Snapper.

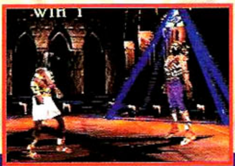
VOODOO
Catch up with Ahau Kin by teleporting, then materialize performing the Spinning Claw.

WARHEAD
Blast Ahau Kin with Missiles after slowing him down with the Cannonball or Shockwave.

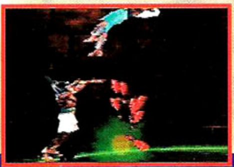
Anubis

···GRAVE ROBBER···

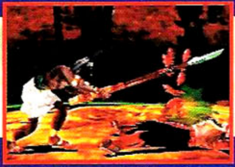
Anubis is swift and elusive like the desert wind. The jackal-headed Egyptian frequently resorts to launching his Pyramid of containment to entomb you like a helpless mummy. Before you have time to react, he'll follow up with a series of Telestaffs to repeatedly teleport behind you and blind side you with a Staff uppercut. To Telestaff, Anubis will pound his staff into the ground. Watch for this cue, then quickly 3-D dodge to foil him. Expect Anubis to summon his Pyramid if you notice him leaning back spreading his arms. Escape capture by hurriedly blocking, ducking or 3-D escaping. Anubis can also launch his Pyramid while he's in midair, so avoid frequent jumping since it's easier to get caught off guard while in flight.



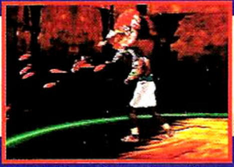
Anubis's Pyramid trap is the perfect place for keeping enemies while he Telestaffs them to Kingdom Come.



Zone in, jab, zone out. Use the Telestaff often—you'll surprise-attack your foes while teleporting out of harm's way.



As your foes recover from the smashing sweep of the Staff Chop, tackle them with the Unblockable Pounce (U+HP) as they get up.



Use the Horn Charge to confront long-distance fighters—you'll rush and impale them, so you can easily pound out a combo.

Fighting as...

AHAU KIN
3-D dodge the Pyramid trap with your own trap. Ignite the Sunburst, then execute a combo.

CY-5
Keep jumping to avoid the Pyramid and Staff Bolt, then retaliate with the Ground Laser.

KABUKI JO
If you launch your projectiles from a distance, you'll have enough time to block the Pyramid.

MAXIMUS
Move in close by 3-D sliding and Netting Anubis. Finish him off with the Grab-and-Noogie.

PAGAN
Teleport and dodge often to escape the Pyramid or Telestaff, then counter with the Leg Throw.

TAK
Topple Anubis with the Earthquake, then keep him down with your Boulders.

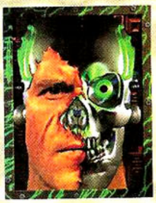
VALLAH
Shield Charge as much as possible to keep Anubis from setting his Pyramid trap.

VOODOO
Pour on the Bone Rain before Anubis can escape to Telestaff, then jump in to pounce.

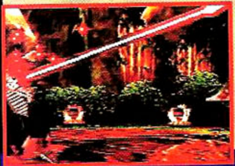
WARHEAD
Use the Cannonball and Shockwave, especially after being freed from the Pyramid.

Cy-5

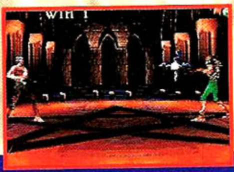
···PSYCHO CYBORG···



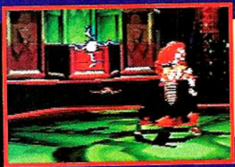
It's difficult to fight Cy-5 up close, because he prefers to fight from afar with his Lasers. The Orbiters also make it difficult to come into contact with the cyborg, since the protective satellites revolving around him are charged with energy. Blast his Orbiter shields with a projectile, then bring him within striking distance by trapping him or teleporting. Cy-5 is unable to set traps, but he can keep you tied up with a steady stream of Laser fire. When he's ready to shoot, he'll crouch, so be ready to dodge or block. Since his abilities are limited when fighting at point-blank range, Cy-5 will try to keep you at bay. Exploit his weakness by trapping him in a corner and overloading his circuits with a combo.



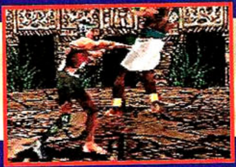
Cy-5's victims can't escape the path of the Overhead Laser, so strategic blocking's the only way to avoid getting seared.



Cy-5 can summon up to four Orbiters per round to shield himself. To launch them as missiles, hit HP and LP simultaneously.



Now you see him, now you don't. Cy-5 vanishes in the teleporter for a brief opportunity to attack a god from behind.



Cy-5's only fisticuffs special move is his rapid-fire Blender. Pair it with a combo to pack more punch into your hand-to-hand combat.

Fighting as...

AHAU KIN
Capture the cyborg in the Sunburst and shoot Blow Darts to disable his protective Orbiters.

ANUBIS
Telestaff to catch Cy-5 off guard and avoid his Laser fire, then trap him in the Pyramid.

KABUKI JO
Cy-5's the master of escape, so trip him up with projectiles and contain him with your trap.

MAXIMUS
Since Cy-5 is a long-distance fighter, bring him in by smothering him with the Net.

PAGAN
Counter the Lasers with Lightning Bolts, and steal the offense with the Skeleton Hold.

TAK
Keep the teleporting and hopping android on the ground by stomping up an Earthquake.

VALLAH
If Cy-5 tries to zip away, lower the Axe Impale to put (and keep) him in his place.

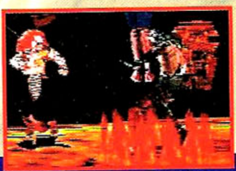
VOODOO
Unleash the Snakefist to bring Cy-5 to your clutches, then Grab-and-Slap his CPU out.

WARHEAD
When Cy-5 fires his Lasers in midair, fire your 3-D Missiles, so he'll land in a mine field.

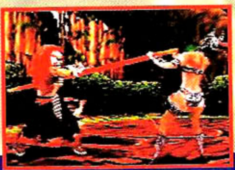
Kabuki Jo

···SAMURAI WARRIOR···

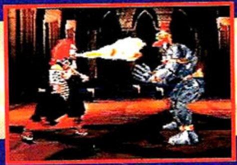
Staying airborne is the best way to stay on top of your game against Kabuki Jo. Oftentimes, he traps groundlings in his Ground Flame trap, which he initiates by lifting his hands to his shoulders. Dive to avoid getting a hotfoot, but don't jump in the samurai's path–he'll be quick to intercept you with a sweep kick or uppercut. High blocking will defend you from his special moves, since his only special low attack is a sweep from his Staff. Blocking will also help you against his 3-D Star Spread, which speeds along multiple trajectories to mow down anything standing in the arena. To avoid any of his sweep attacks, jump back, then trap him to quell his arsonous arsenal while you pelt him with a combo.



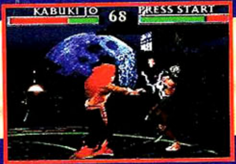
Turn up the heat with Ground Flames to briefly trap your prey, then cook the sitting duck by hurling the fury of the Star Spread.



The Dragon Staff (like many of Jo's attacks) connects at sweep distance, while enemies' hand-to-hand offenses won't reach him.



Kabuki Jo's fiery Dragon Breath will prevent enemies from closing in. It's also useful for setting up a Dragon Staff sweep attack.



To counter a 3-D Slide escape, fire a 3-D Star Spread that will find the path to your enemy. If it connects, set the Ground Flames.

Fighting as...

AHAU KIN
Enter the Sungate to teleport near Kabuki Jo and attack him with your Dagger or a combo.

ANUBIS
Jo will try to keep you at sweep distance, so use the long reach of the Staff Chop to hit him.

CY-5
Arm your Orbiters to avoid projectiles. Fire your Lasers in midair to avoid Ground Flames.

MAXIMUS
Execute the Hammer-toss, then run in to attack. If he tries to counterattack, toss in the Net.

PAGAN
The Leg Toss will rocket you to the evasive Jo as well as keep you above his Ground Flames.

TAK
Cause an Earthquake before Jo lights his Ground Flames, then bowl him over with a Boulder.

VALLAH
Rush in with the Shield Charge, then slam him with your Axe. Impale if he tries to escape.

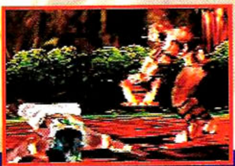
VOODOO
Release the Skullwings on Kabuki Jo, then teleport to puree him with the Spinning Claw.

WARHEAD
The Cannonball will buy you time to close in on Kabuki Jo so you can Grab-and-Pound him.

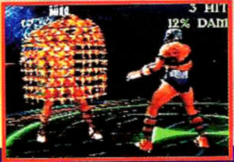
Maximus

•••VENGEFUL GLADIATOR•••

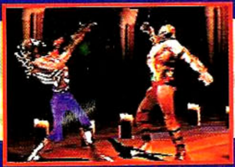
Maximus is probably the most proficient warrior at up-close attacks and hand-to-hand combat. Any unfortunate War God who steps too close to him will most likely suffer from his onslaught of point-blank attacks, such as his Hammer-Cut, Hammer-Slam, Head Butt, or Grab-and-Noogie. He's also a master of the 10-hit Combo, too, so battle from afar with your projectiles. Use his face-to-face combat style against him by teleporting behind him or 3-D sliding to confuse him. Not to be outdone or overcome, however, Maximus will jump around the ring until he's landed close enough to spar with you. He'll also try to tangle you in his Net. Block it if you see it sailing through the air, or else he'll jump in for more hand-to-hand combat.



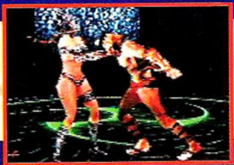
Pound the pavement to knock down your foes with the Hammer-Slam, then keep them grounded with the Unblockable Pounce.



Throw the Net in the ring to trip up enemies who are trying to escape an up-close and personal confrontation with Maximus.



Launch the Hammer-toss at your foes to widen the gap between you and your enemies. Work them into a corner, then unleash a combo.



The Head Butt is an easy attack that you can chain other moves to. Hit LP for more Head Butts, then follow with some punches.

Fighting as...

AHAU KIN
You can easily attack with a combo after your Sunburst trap delivers Maximus to your feet.

ANUBIS
Avoid attacking up-close for long stretches. Instead, use the Telestaff to make an impact.

CY-5
Lasers and Orbiters will keep Cy-5 at a safe distance and out of the hands of Maximus.

KABUKI JO
Wield the Dragon Staff and toss the Star Spread to back Maximus into the Ground Flames.

PAGAN
Charge at Maximus with the Leg Throw or Leg Copter, then teleport out before he retaliates.

TAK
Masterful blocking will win the upper hand in the mostly hand-to-hand battle against Maximus.

VALLAH
Blaze in with speedy charge-and-retreat tactics to claim a victory for high-velocity Vallah.

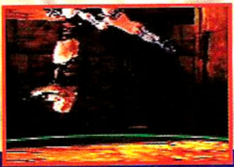
VOODOO
Fly in the Skullwings so Maximus can't approach, or nail him with the Bone Rain.

WARHEAD
3-D dodge to avoid getting cornered by Maximus, then blast 3-D Missiles his way.

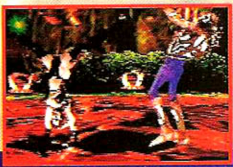
Pagan

•••WITCH HEDONIST•••

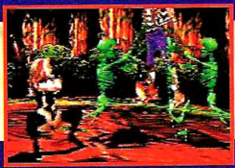
Pagan's style is the most diverse and well-rounded of the gods. She frequently, and unpredictably, switches between trapping, teleporting, waging hand-to-hand combat, and fighting long-distance. Her Leg Throw is the most formidable of her arsenal, since it occurs with little warning if she executes it up close. However, if she decides to launch the Leg Throw from the other side of the arena, you can easily dodge it since her flight glides by at a moderate pace. Pagan lacks special attacks that are low, so frequent high blocking and a low offense will ruin her assault. In order to hex the witch's toil and trouble, you'll have to use as many of your moves as possible to mix up an attack that's suited to match her varying offense.



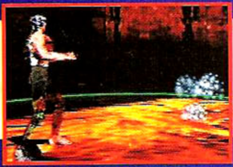
The Leg Toss is Pagan's strongest move since it strikes victims quickly and throws them far enough so she'll be out of harm's way.



To quickly inflict an automatic four hits and 13% damage, twist Pagan into the Leg Copter to deal a high-speed spin cycle of kicks.



The Skeleton Hold locks its victims in the icy grips of skeletons, briefly allowing Pagan to attack her captive unopposed.



In a cloud of smoke, poof, she's gone! Pagan's ability to teleport makes her an opponent who's difficult to catch or predict.

Fighting as...

AHAU KIN
Introduce the mistress of black arts to the light of the Sunburst, then Clothesline her.

ANUBIS
Lie low. Pagan's Leg Toss can get her through an entire match, so duck or block high.

CY-5
Discourage her from using the Leg Toss by arming your Orbiters, then fire your Lasers.

KABUKI JO
Keep the Dragon Staff handy—you can knock her off her feet and keep her from jumping at you.

MAXIMUS
Hammer-slam the ground to keep unpredictable Pagan in one spot. Net her to keep her there.

TAK
Block high to catch the Leg Toss, Overhead Throw her, then drop a Boulder on her.

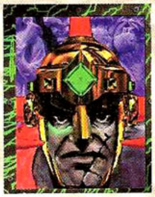
VALLAH
Conjure the Skull Snapper, then Shield Charge Pagan before she can get her kicks in.

VOODOO
The Leg Toss is easier to block if she leaps from far away, so fire your Skullwings to back her up.

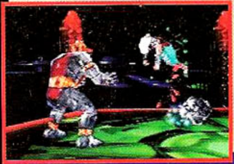
WARHEAD
Duck the Leg Toss, then move the earth with your Shockwave so she'll have a shaky landing.

Tak

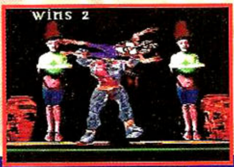
...STONE IDOL...



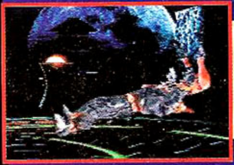
Tak's stun attack is the Earthquake, but he moves slow enough that you can easily spot him raising his arms and leg to initiate his tremor. However, what he lacks in speed, he more than makes up for in size and strength. Mountainous Tak has the greatest reach of the ten War Gods, allowing him to extend his punches and kicks to an Andean distance while staying far out of the reaches of his victims. Keep away from Tak, and stick with long-distance attacks, such as missiles or traps. If you've locked the living statue in a trap, move in with a combo or some short quick punches and kicks. Be ready to block, because, uncharacteristic of his glacial nature, Tak can hurl boulders with great speed.



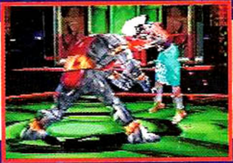
The Rock Crush unloads with an avalanche of speed to smother Tak's victims so he can close in on them.



When your foes get up after suffering Tak's Overhead Throw, knock them back down with an Unblockable Pounce or Boulder.



With a big heave-ho, Tak flips his opponent using the Suplex. A Rock Crush will then finish the job.



All of the War Gods can throw their opponents (F+LP). In Tak's case, he impales them on his spiked helmet and tosses them aside.

Fighting as....

AHAU KIN
Tak is mostly a hand-to-hand fighter, so quickly exit through the Sungate after punching him.

ANUBIS
Tak uses jump attacks often, so counter with an uppercut, then Horn Charge or Staff Chop.

CY-5
Arm your protective Orbiters so Tak can't grab you, then attack him with the Blender.

KABUKI JO
Tak's reach extends to sweep distance, so resort to using the long-distance 3-D Star Spread.

MAXIMUS
Maximus is also proficient at up-close combat, but the Hammer-Toss will prove helpful, too.

PAGAN
Avoid using the point-blank Leg Copter and stick with the Leg Toss and Lightning Bolt.

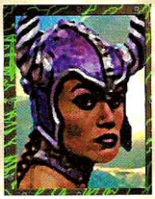
VALLAH
Rather than charging into the mountain, use your traps or throw your Axe to stop him.

VOODOO
Use both the High and Low Skullwings to confuse Tak—he won't be able to block all of them.

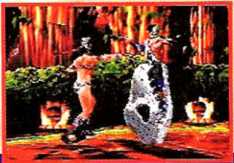
WARHEAD
Rely on the Shockwave and Cannonball, but be ready to jump over Tak's similar Earthquake.

Vallah

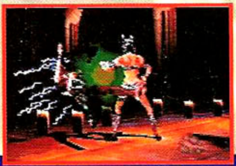
...VIKING PRINCESS...



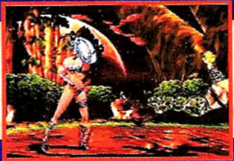
Vallah's lightning speed makes her the fastest of the War Gods. She's also fiercely aggressive and eager to attack. She often opens with her Shield Charge to plow you into the back of the arena. Her common follow-up is the Axe Impale, which will bash you into the ground with the mighty swing of her blade. Use the 3-D escape as much as possible, because her moves are difficult to anticipate. Her stun move, the Skull Snapper, also comes with little warning, so it's best to keep moving to avoid the jaws of death she summons. The fight against Vallah is usually a defensive struggle, so hold your ground by dodging and blocking. If you manage to win an offensive position, strike back with projectiles and traps.



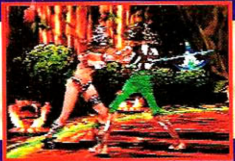
The Skull Snapper snatches up Vallah's prey in its mighty jaws and makes it even easier for her to execute her quick attacks.



Vallah often mows down foes with her Shield Charge at the start of a battle or after a stun, since it's a fast, abrupt move.



If opponents get too close to the Viking princess, she can smear their faces with her Shield Bash to open them up to combos.



The Axe Impale will cut short the trip of any charging aggressor. The move is helpful since it keeps enemies at sweep distance.

Fighting as....

AHAU KIN
Counter Vallah's stampedes and retreats by charging her with the Clothesline.

ANUBIS
Vallah can release fast and furious combos, so attack her when she's in the Pyramid.

CY-5
Use your four Orbiters sparingly, because they'll stop her from charging at you only four times.

KABUKI JO
Maintain distance between you and the hyperactive Vallah by sweeping the Dragon Staff.

MAXIMUS
Vallah is quick on her feet, but she's not sure-footed. Trip her up with the Hammer-Slam.

PAGAN
Teleport, then do the Leg Toss. Vallah recovers in no time, so be ready to teleport again.

TAK
Jump punch and jump kick to avoid Vallah's aggressions. Also, incite the Earthquake.

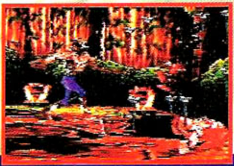
VOODOO
The Spinning Claw will keep Vallah at bay for only a short while, so immediately teleport out.

WARHEAD
No matter where Vallah dashes, Warhead's 3-D Missiles should make their way to her.

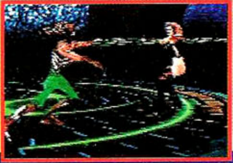
Voodoo

•••WITCH DOCTOR•••

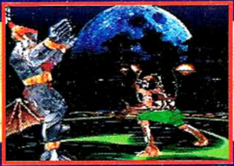
Slithery Voodoo is one of the jumpier fighters in War Gods! The witch doctor rarely fights from one spot. Instead, he prefers to bounce around the arena and dizzy opponents by jumping, 3-D dodging and teleporting. When Voodoo starts spinning in place, he's about to teleport. He usually reemerges as a twister, slashing you with his Spinning Claw, so 3-D escape if you sense him warping. The prime time to trap jittery Voodoo is when he arrives at his teleportation destination, so leave a trap for him to materialize into, then close in on him and keep him busy with a combo and more traps. Voodoo's strategy is to play keep-away, so if you can stop him from slipping away, you'll win the upper hand (or claw) in your match.



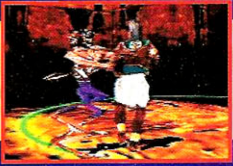
To trap War Gods, Voodoo swoops his arms down to summon the Bone Rain. Nails will hail from the sky, pinning enemies to the floor.



Voodoo's Snakefist is handy for reeling in slippery enemies for close-range combat. If you use it, follow with the Grab-and-Slap.



Voodoo can launch his Skullwings high or low in the air. Alternating both varieties in one offensive wave will confuse foes.



Voodoo often vies for the teleport, making him a tough enemy to hit. Expect him to appear behind you with the Spinning Claw.

Fighting as....

AHAU KIN
The easiest way to catch the spirited Voodoo is to teleport behind him with the Sungate.

ANUBIS
Fire the Staff Bolt to blast Voodoo on the defensive, then trap him in the Pyramid.

CY-5
Use Orbiters to protect your back when Voodoo teleports, then turn around with the Blender.

KABUKI JO
Back into a corner swinging the Sword Flurry to surely swipe a teleporting Voodoo.

MAXIMUS
Generously serve up your Net or Hammer-slam to put the kibosh on Voodoo's kinetics.

PAGAN
Sail past the Skullwings, Snakefist and Bone Rain by intercepting Voodoo with your Leg Toss.

TAK
Roll out the Boulders and Earthquakes so Voodoo can't slip out of your stony grip.

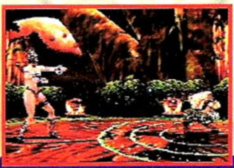
VALLAH
Charge with a combo before Voodoo can escape; stop him in his tracks with the Axe Impale.

WARHEAD
It's hard to close in on Voodoo, but your 3-D Missiles will easily home in on him.

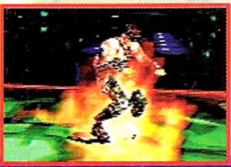
Warhead

•••TOXIC TROOPER•••

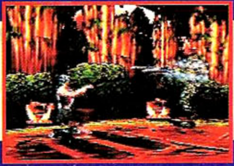
Warhead's favorite moves are the Cannonball and Shockwave. In both moves, he pounds the ground to knock his opponents off their feet. Warhead jumps as more often than as a paratrooper, so be on guard. When he hits the ground, he usually goes ballistic by firing Missiles or unloading the Cannonball. He'll also resort to his old, reliable earth-shaking after he knocks you back with a hit. Make a habit of blocking or jumping after he pushes you away, and you should be able to avoid his quakes and catch him off guard. Use low blocking against the commando, since most of his strategy is aimed low. Aim high with your offense, but don't jump attack too often, because he speedily retaliates with uppercuts and sweep kicks.



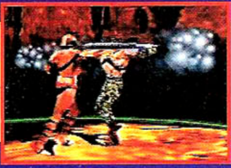
There's no safe place to stand when he shakes out the Shockwave. The impact will bowl over the gods so he can pounce on them.



The Cannonball is similar to the Shockwave, but its range is limited. Use it when jumping in to attack an opponent face-to-face.



If you're standing directly in front of your enemy, fire your Missiles, then compound the damage with the shattering Shockwave.



Launch 3-D Missiles to blast your opponents wherever they are. The barrage is a particularly effective way to foil a teleporter.

Fighting as....

AHAU KIN
After blocking Warhead's tremors, keep him off the ground by suspending him in the Sunburst.

ANUBIS
If he stomps or shoots, flee the war zone and return to uppercut Warhead with the Telestaff.

CY-5
Fire your Lasers from high in the air, since Warhead's special moves can't reach you there.

KABUKI JO
Before he has a chance to fire his Missiles, raid the area with your Star Spread attacks.

MAXIMUS
When Warhead jumps to dump the Cannonball, counter with the Hammer-slam, then block.

PAGAN
Teleport around Warhead so he can't aim his Missiles at you, then throw the Leg Toss.

TAK
Keep Warhead from getting gung ho by squashing his spirits with Boulders and punches.

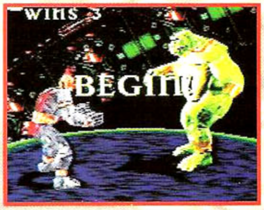
VALLAH
Hurl the 3-D Axe Toss, snare Warhead in the Skull Snapper, then follow with charge attacks.

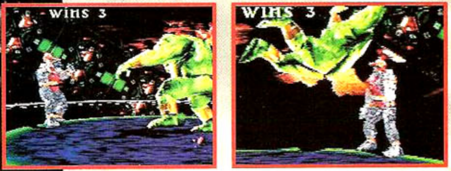
VOODOO
To avoid the shaky ground, leap into action with jump attacks. To dodge Missiles, teleport.

Grox

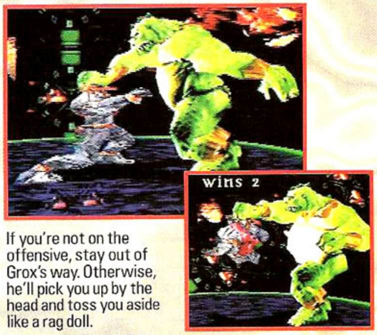
Prepare for heavy-duty fighting! The portly Grox throws his weight around the arena, shoving, tossing or even belly flopping on top of you. If he jumps at you, retaliate with an uppercut. However, keep your jumping to a minimum, because the tubby overlord will counter your leaps with an uppercut or jump attack. The key to victory is his belly, so wait for him to expose it, then pummel him with a series of jump kicks or jump punches. Grox easily tires and he'll eventually stop blocking. He'll soon regain his strength to fight back, so quickly back out or 3-D slide out of the way after connecting with four hits or so.

As soon as the game starts, get moving—if you block and wait, you'll be vulnerable to Grox's seismic stomping.

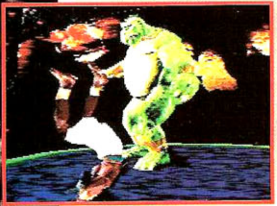




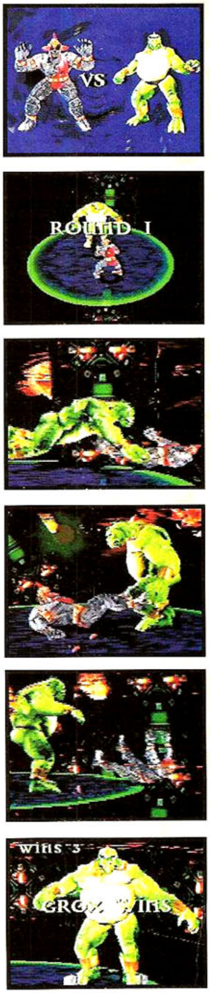
Jump right before Grox stomps his foot, or you'll be briefly dazed by the impact of his shockwaves. If you recover in time, 3-D slide to escape being flattened.

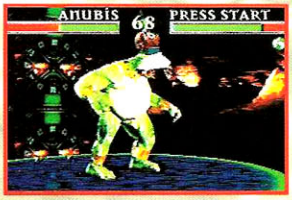


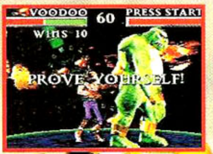
If you're not on the offensive, stay out of Grox's way. Otherwise, he'll pick you up by the head and toss you aside like a rag doll.



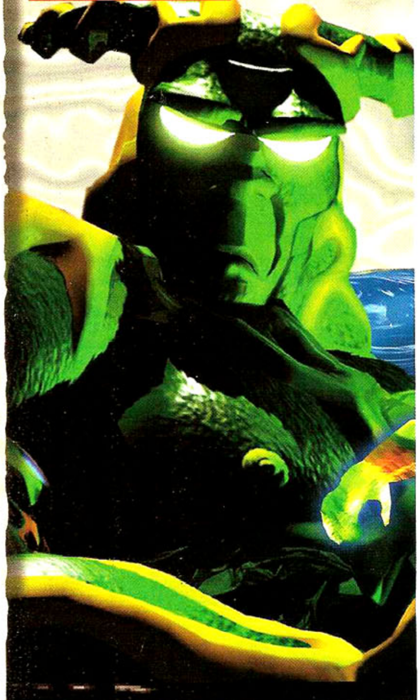
Gargantuan Grox has a long reach, so always 3-D dodge out of his grasp, rather than backing up. You can use Grox's large size against him by fighting low and ducking.





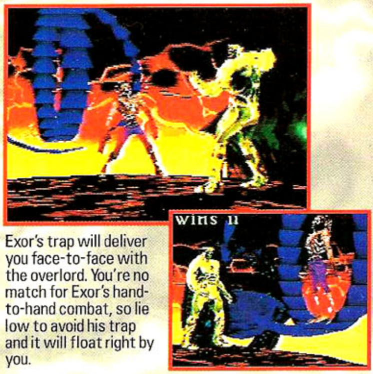


Topple Grox by charging with jump kicks or punches. After pounding out four hits, back out, because he'll soon retaliate.

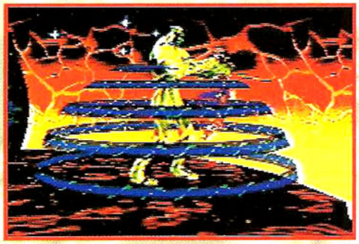


Exor

The only thing preventing you from claiming the prized Ore is Exor, but he's quite the roadblock. Rather than plowing through him, fight at the opposite end of the ring and use long-distance attacks, like projectiles. Exor will try to get you in his clutches by retrieving you with his trap, so 3-D dodge as much as possible. Using 3-D escapes will also keep you free from his Laser beams and ground tremors. Create as much space between you and Exor as possible—you'll have more time to anticipate and react to his attacks, as well as a longer opportunity to launch your projectiles before he encroaches upon you.

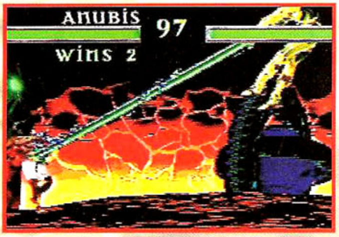


Exor's trap will deliver you face-to-face with the overlord. You're no match for Exor's hand-to-hand combat, so lie low to avoid his trap and it will float right by you.

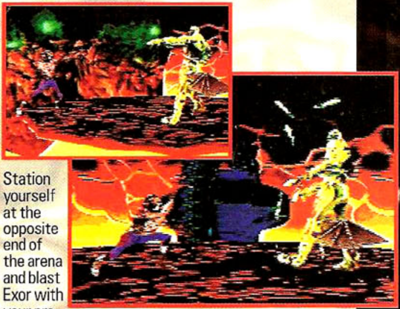


Stay away from Exor, or he'll power up an energy sphere that will zap you out of commission.

VS
WINS 11
BEGIN!
VOODOO 48 PRESS START



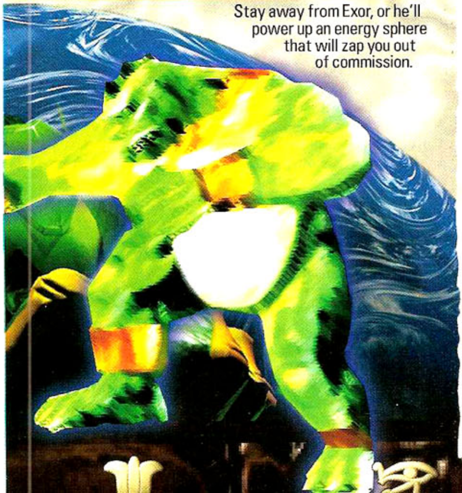
As soon as Exor jumps, 3-D Dodge to avoid his Laser. If you're daring, slip underneath the Laser's path and run toward Exor. As he lands, greet him with an uppercut, then launch your projectiles.



Station yourself at the opposite end of the arena and blast Exor with your projectiles. After blasting off three batteries of projectiles, 3-D escape to avoid his counterattack.

VOODOO 48 PRESS START
WIN 1

If you beat Exor twice, he'll explode into the powerful piece of Ore that rules the heavens, and all will bow down to you as you become the supreme War God who has brought the universe to its knees!



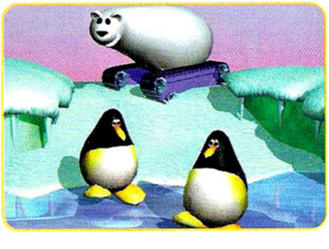
SPACE STATION SILICON VALLEY

THE TAMING OF THE ZOO

Imagine Jurassic Park, only instead of a sanctuary for dinosaurs, there's a space station stuffed with berserk robotic animals that can transform into different, and sometimes armed, vehicles. The galaxy's fate depends on Dan Danger, who (with the help of his robot, Evo) must commandeer these animals and tame Space Station: Silicon Valley.

From the offbeat Monty Python to the whimsical Wallace & Gromit, the British are always shipping strange and ingenious imports across the pond. Scottish developers DMA push the tradition even further, introducing North America's N64 players to the witty and cleverly fantastic world of Space Station: Silicon Valley.

The station is a self-contained universe flooded with dozens of ecosystems being overrun by robotic animals. These "Nanobots" can evolve into various vehicles, each with unique abilities. Your mission, as the hapless hero, Dan Danger, is to explore and secure the massive space station by commandeering the Nanobots. At the moment, there are around 40 Nanobots populating 30 levels, but the all-polygon 64-megabit game is still in development. By December '97, BMG Interactive hopes to have DMA's space station launched.



NEWS FLASH

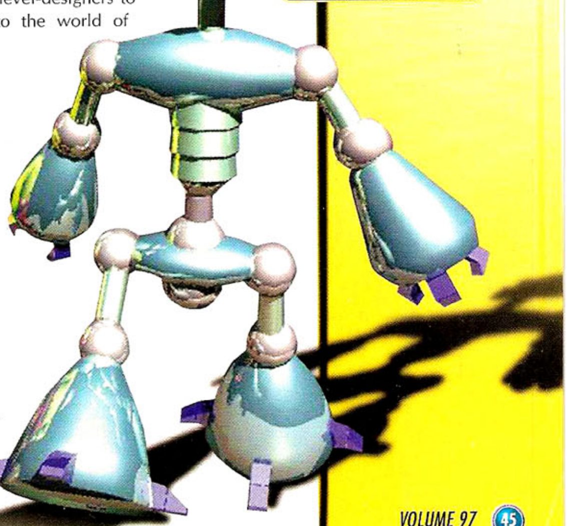
We're receiving transmissions from Space Station: Silicon Valley! The renegade space station was created a thousand years ago in the 21st Century as an experimental world to test the dangerous Nanobots. However, after being online for only five minutes, the space station vanished. Now, a thousand years later, the space station has drifted back into orbit to threaten our galaxy. Apparently, the Nanobots not only have animal characteristics, but through the years, they have learned to self-replicate and transform themselves into vehicles.

The president's initial attempts to secure the space station failed when shuttle after shuttle of space marines was obliterated by the Nanobots. She has now resorted to sending in the expendable and wildly unpopular Dan Danger and his robot sidekick Evo. Their shuttle is cruising outside the space station now, and we'll keep you posted on their progress. Who knows? Maybe they'll get Silicon Valley back on line, but if they don't, no big loss—we won't miss the blokes.

TRANSMISSIONS FROM THE SATELLITE ARK

Space Station: Silicon Valley comes from Scotland—a land characterized by such curiosities as bagpipes, Trainspotting and the Loch Ness Monster. Fittingly, Scotland is also home to DMA, software developers who have brought us even more quirky amusements such as Lemmings and Uniracers. According to Brian Baglow, DMA's Communications Manager, "Space Station: Silicon Valley is distinctly British. The animation, humor and attitude is something that you'd never see coming from the U.S. or Japan." Silicon Valley's Project Leader and Art Director, Jamie Bryan, whose early artistic influences include the matinee-era cartoons of Tex Avery (Droopy) and Chuck Jones (Bugs Bunny), says the animation style he created for the game has a "retro look with a slightly sinister side. 'A drive-in B-movie of a game' as an art colleague described it." Brian adds, "The art is fun enough to appeal to kids, but it's not so cutesy that it'd turn off older players."

Silicon Valley was initially conceived as a PC project, but the designers at DMA soon found that the platform, was limiting the game. To fit the game on the PC, the designers had to hesitantly resort to cutting out parts of the game. "Nobody was particularly happy about skimping on the game," Brian explains, "but then the N64 came onto the scene, and we thought, 'This machine can do so much!'" With the N64, the designers were able to fit their original concept into a Game Pak with room to spare. Now, they're actually adding more and more to the adventure. The camera can zoom to any angle, including first-person perspective. Dynamic lighting and realistic weather effects highlight the complex environments. There are even dynamic water effects complete with transparent splashes and rippling. More is in the works, and currently, DMA is wrangling six programmers, five artists and two level-designers to breathe life into the world of Silicon Valley.



UPDATE

Evo has been destroyed! Dan Danger sent his robot partner to scout Silicon Valley, but as soon as Evo boarded the space station, he was immediately blasted into scrap metal by the space station's on-board defense system. However, Dan reports that Evo's super-resistant mobile chip has survived the attack. From the safety of his shuttle, Dan has been guiding the chip by remote through the futuristic Noah's Ark known as Silicon Valley. According to Dan, there are endless stretches of jungle, desert, arctic regions, aerial areas, bodies of water, and European grasslands to roam and explore, but it's difficult to navigate the expansive ecosystems traveling only as a tiny, roving microchip. Dan tells us things would be peachy if only he could somehow control the Nanobots.

ALL CREATURES GREAT AND SMALL

DMA is estimating it will take around five months to design the game's 30 or so levels. The space station is essentially a satellite stuffed with a planetful of every possible type of environment, and the developers are striving to design lands as complex and elaborate as those in the real world. Rolling hills, grassy fields and expansive greenbelts blanket the European grasslands of the space station. Deserts complete with pyramids, a Sphinx, camels, scorpions and sidewinder snakes can be explored both above and underground. Jungles are cloaked in lush foliage, and arctic regions glisten with icy glaciers and snowy tundra. And some areas aren't even land-based, like the aerial or aquatic levels. Leslie Benzies, Lead Programmer asserted, "The water isn't just for show, either. Anything in the water is affected by the current, and some animals are better swimmers than others."

The scope of the game is immense, and exploration is one of the game's main elements. Brian explained, "We want to leave the game wide open—it's up to the player to explore and figure out where to go." DMA hopes to immerse players in the game by appealing to their curiosity and sense of adventure. "Every day I show up to work hoping to play the game, but the designers won't let me, because they know I'll spend all day playing it," Brian complains. "I've just become the bear who can turn into a unicycle. I've discovered that he can also juggle, but I can't figure out yet how it will be useful."

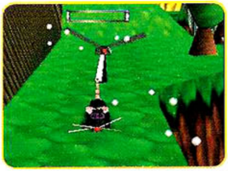
The animals' unique abilities are essential to solving the game's puzzles or locating the doors that separate the numerous levels. Some doors are hidden, while others may escape detection if you're controlling the wrong animal. Only a seafaring Nanobot like a fish or walrus will be able to find the underwater door. Moreover, an elephant Nanobot will never fit through a six-inch door, so you may have to keep exploring until you can win control of the diminutive rat Nanobot. Programmer Grant Salvona emphasizes, "If you see an animal, you know that you will be able to control it. You won't be able to fully complete the game until you have played every version of every animal."

BREAKING NEWS

Dan Danger has managed to commandeer a Nanobot! By using Evo's mobile chip to sap the energy out of a Nanobot, Dan was able to overpower the thing and assumed command of it. From his shuttle, he's now remotely controlling a rat Nanobot, navigating it through the maze of sewers snaking below the surface of Silicon Valley. And this just in: Dan is using the rat to fight another Nanobot in the hopes of draining its energy. . . .He's defeated a fish Nanobot and has transferred Evo's chip to it so he can control it! Now Dan can steer the fish to reach an underwater passage! He plans on damming up the river with a boulder to reach another area, but he'll have to take over a Nanobot brawny enough to do it. That Dan's a real *dandy* of a hero.

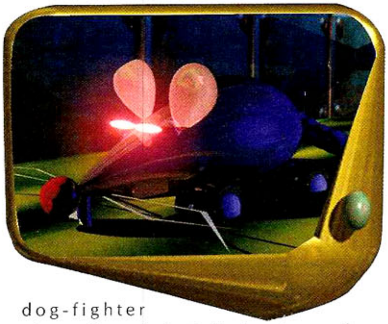
GALAPAGOS-A-GO-GO

Just like in the real world, the space station is governed by the food chain, and there is a definite animal hierarchy. If you commandeer a rat, you won't be bothered by fellow rats, but other animals like dogs or foxes may prey on you. In turn, lions and tigers and bears (oh, my!) may not be very fond of dogs or foxes.

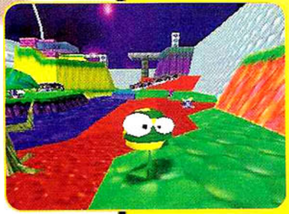


It's survival of the fittest, so you're forced to constantly reevaluate the Nanobot you're controlling in relation to the terrain and its inhabitants. A rock may be a minor roadblock for a horse, but to a mouse, it's a mammoth obstacle. Mice can scurry, but it won't guarantee them escape from a predatory eagle.

Silicon Valley throws a wrench into natural selection, though, by compensating for any animal's shortcomings with the Nanobot's ability to evolve itself into a vehicle. As Nanobots, the mice of Silicon Valley can not only increase their speed by sprouting wheels, but they can also use their tails to propel themselves like helicopters. "We tried to invent animals with special powers that you'd never see in nature, like flying mice or tortoise-tanks," Brian says. "At least we hope you don't see them in real life. We checked *National Geographic,* and I think we're safe."

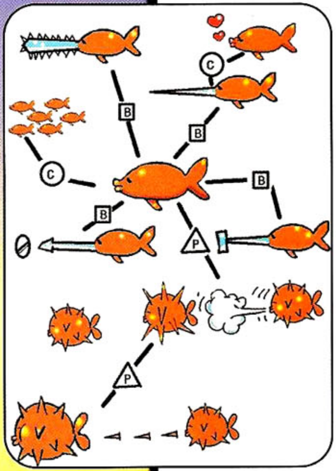


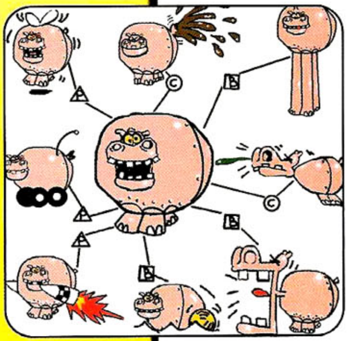
National Geographic's never seen anything like this: dog-fighter planes, fox-rockets, turtle-dragsters, polar bear-tanks, and hyena-three-wheelers. The animals sprout everything from wheels and skis to springs and pogo sticks, and they continue to evolve throughout the game, too. Grant explains, "Even animals you thought you were familiar with can suddenly sprout radar ears or gun turrets in later levels!" (Hey, what's that spinning noise? Oh, it's just Darwin rolling in his grave.)



IMPORTANT BULLETIN

Dan has sent back some diagrams of the animals and their various transformations. Our man has encountered fish, birds, mammals, reptiles, amphibians and more. He tells us, quote: There are oodles of puzzles and tasks I must finish in order to make my way through this world! I've finally gotten the other mice to leave me alone after being crowned King Mouse for smokin' them in a mouse-Jeep race! Unquote. Ooh, Dan Danger, king of the mice. Ol' expendable Dan's never been one to aim high, but for the sake of the galaxy, let's hope he pulls this mission off!



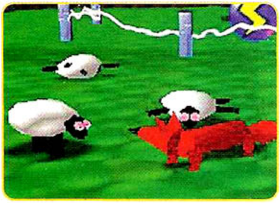


FIERCE CREATURES

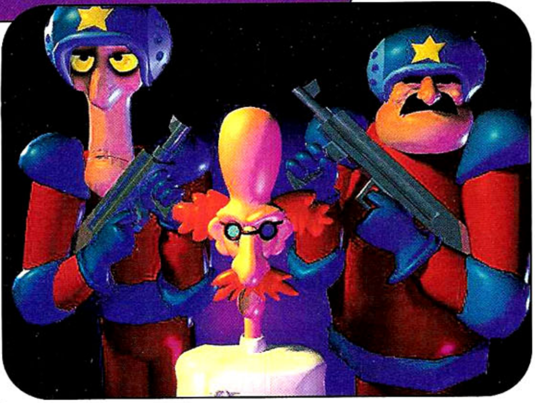
To tame the animal kingdom (or anarchy) of Space Station: Silicon Valley, Dan Danger must know how animals interact with one another. If Dan commandeers a dog, he'll be able to herd and hound a scattering of sheep into a flock. On the other hand, if Dan commandeers a ram, he can simply walk, and the flock will sheepishly follow him. The game is being programmed with a scripting system that gives the level designers complete control of building the game's levels. Programmer Daniel Leyden elaborates, "It's contained in this all-powerful game editor we created that allows us to set up complex scenarios." This scripting system serves as the foundation for the artificial intelligence guiding the Nanobots.

And they have animal instincts, too. "If you tell a sheep to go somewhere, and it crosses the path of other sheep, they will join it in a flock and end up following it," Daniel says. "We have also coded behavior between types of animals, so a rabbit will ignore a mouse, but flee from a fox or bear—unless, of course, it's the vampire rabbit."

Unpredictable animals call for unpredictable levels and environments. Level Designer Kenny Mitchell asserts, "Each level introduces something new and unexpected. You can never be sure what you're going to find next." There's a world of roving and exploring (like in Super Mario 64), but there are also brainloads of puzzles and subgames. There are racing levels (like Mario Kart 64), and flying levels (like PilotWings 64). It even becomes a shooting and fighting game when you must battle other animals to take them over and play the game from their shoes, hooves, flippers, or what have you. Unlike other games, however, Silicon Valley becomes a species of its own, since the action and gaming possibilities change depending on which animal you choose to inhabit. And while the space station may host a zoosworth of animals, some proposed creatures didn't quite make the cut and missed the boat. Jamie cites the unfortunate pig, raccoon and chicken, but he enthuses, "I'm quite sure they'll be appearing in Silicon Valley 2."



This eggheaded scientist masterminded the 21st Century space station and developed its Nanobots. In this century, Jamie Bryan, Project Leader and Art Director of Silicon Valley, is masterminding the game's character design.



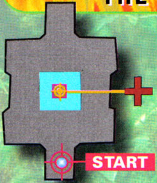
"The main inspiration for the characters in the game must come from the rabbit, which dictated the style and feel of the game early on. The rabbit was based on a sketch I drew for my nephew." Jamie also drew much inspiration from real life. "Dan Danger is based on my dad," he admits, "and we spent a small fortune researching the animals through videos, wildlife books, magazines, toys, Lego blocks, and the cinema. The abilities of the animals branched off from the environment, moods and control methods associated with each robot animal."

In the future, Earth is governed by one president, and she (don't let the mustache fool you) orders Dan Danger and Evo to pacify Silicon Valley. Back in the present, much of what happens in Silicon Valley is governed by the efforts of DMA's programmers.

"We are using a revolutionary new animation technique for our animals," explains Programmer Obbe Vermeij. "Rather than displaying a series of pre-built frames, we calculate a new skeleton per frame based on the animal's position on the landscape. We can even stretch, squish and bend the skeleton in real time to add more cartoony effects." Artist Andy Hay adds, "The textures in the game were all modeled first in Alias then rendered to give them a true 24-bit color depth—this gives the game a truly distinctive visual style."

Dan Danger, here! There are still hippos, crabs, birds, rabbits and more animals to tame and acres of sprawling territory to explore. I'll see you sometime near the end of this year, and I hope you pick me for your N64, 'cause you'll be picking a winner!

THE JUNGLE



The Jungle A

You'll have to be quick if you want the Ultra Health power-up in the center of this small chamber. To steal it, leap to the center platform and immediately leap again to avoid being pierced by a quartet of spiked pendulums. Any mistakes will have lethal consequences.

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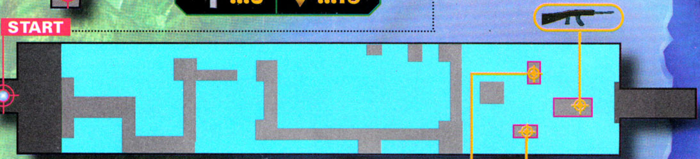

The Jungle B

The strange sounds you hear in this level are the wrecking ball pendulums sweeping back and forth across the narrow walkways. Each pendulum clicks as the mammoth weight reverses its momentum. Wait and listen for the click, then sprint for the far end of the walkway.

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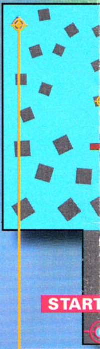
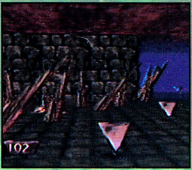
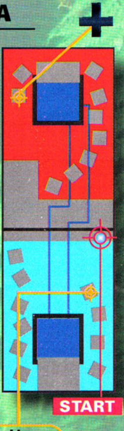


Explosive

THE ANCIENT CITY

The Ancient City A





An iron fence divides this stage into two sections. From the starting point, hop across the platforms until you reach a pool of water. To get to the other side of the fence, you'll have to swim through the underwater corridor. The second half of this stage is suspended above a lava bed. If you maintain your balance, you'll reach the exit.

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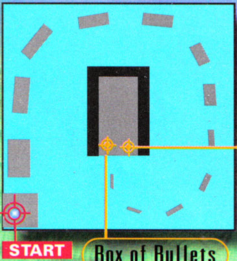

The Ancient City B

Your journey through this warp level gets tougher with every leap. Each platform is narrower than the preceding one, so you'll have to gauge your distance and watch your footing before every treacherous jump. A box of Explosive Shotgun Shells is waiting beside the exit.

✚...0 ▼...13

LEGEND

25% Health....	✚	Cave	
		Wat	
Full Health....	✚	Grou	
Ultra Health....	✚	Lava	
Bridge/ Ladder....	▬	Elec field	

The Cata

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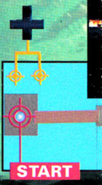
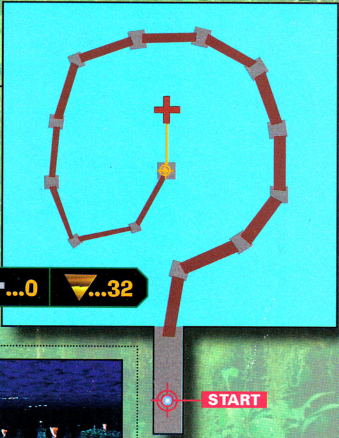


THE RUINS

llets
gy Cell

The Ruins A

Walk the plank, Dino Hunter! The narrow platforms winding through this level are similar to the ones in Ancient City B, but here you'll have to dodge swinging spiked pendulums. The lights gradually go out as you work your way toward the Ultra Health power-up in the heart of the darkness.



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The Ruins B

A murky mist obscures the platforms in this stage. All the best goodies, including a Large Energy Cell and a Box of Bullets, are along the back wall. Press the L Button to activate your auto map feature as you venture into the foggy unknown.

Shotgun Shells

+...0 ▼...99

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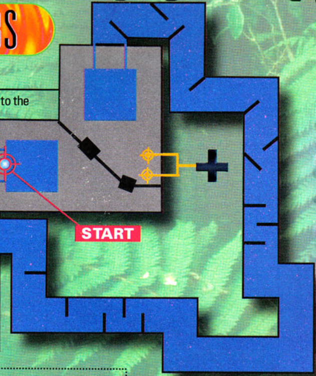
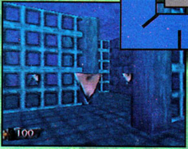
THE CATACOMBS

The Catacombs A

This chamber could leave you breathless. Dive into the watery passageway and swim as quickly as possible through the weaving maze. If you can avoid getting hung up in the rusting grates and thorns, you won't founder. Your Auto-Map feature will keep you from getting turned around.





combs B

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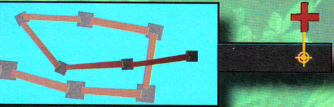
running leap to clear the



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TRE

Treetop V

Towering spires rise a
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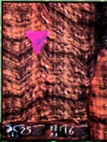

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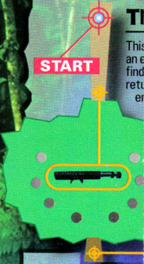
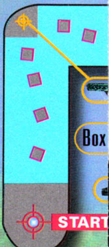


FINAL



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ETOP VILLAGE

illage A

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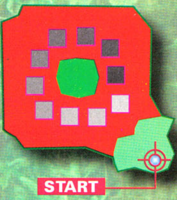

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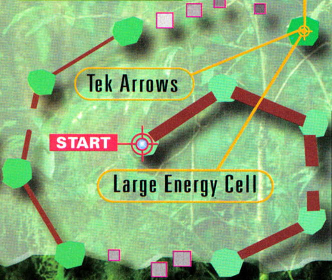
Treetop Village B

Take a walk on the primeval balance beam. Style and form mean nothing when the game is survival. You'll have to be a gymnast to make the jumps to postage-stamp sized platforms. Increase your odds for success by looking down and gauging your distance to your target before making your death-defying leap.

+...13 ▼...48



LOST LAND

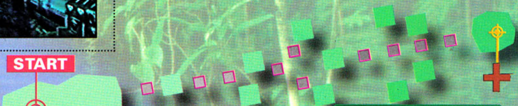
e Lost Land A

dark, placid lake might seem like
asy stage until the Commandos
you. Look up at the peaks and
rn fire. As you dispatch each
emy, a spire will rise out of the
water. Jump up these platforms to the exit, but don't forget to grab the Tek Armor before you vault back through the portal!

+...15 ▼...40

The Lost Land B

Just like you did in the Lost Land A level, you need to shoot the Commandos to find the exit. It's difficult to see the enemies hiding in the dark, so select a long range, explosive weapon and light up the night in front of you.



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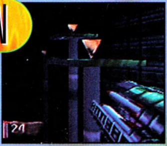
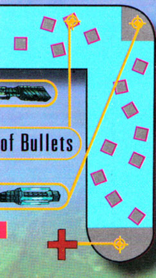
CONFRONTATION





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Final Confrontation A

This is one of the toughest warp chambers in the game. The hydraulic platforms here won't support all of your weight, so you'll have to jump as soon as your feet touch down. Finding the Fusion Cannon can make this area worth the trouble.

Final Confrontation B

You'll have to inch your way around the perimeter of this steel chamber to reach the Ultra Health power-up next to the exit. Leap for the cross-shaped platforms instead of trying to clear the long gaps where the deck is broken.

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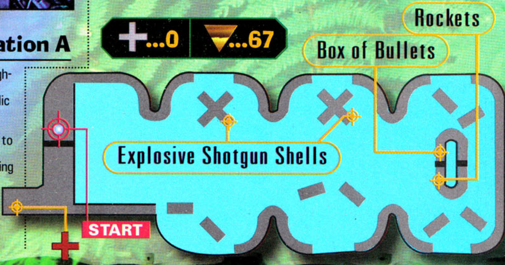

STARFOX 64®

COMING SOON TO THE
N64 FROM NINTENDO

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NINTENDO POWER

EXCLUSIVE WARP MAPS

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TUROK

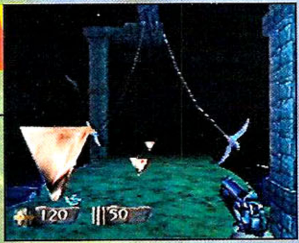
DINOSAUR HUNTER™

On the lam and looking for a warped and wonderful item? Teleport into this month's special feature covering all the items and strategies for every secret warp area in Turok: Dinosaur Hunter.

LEVEL 1

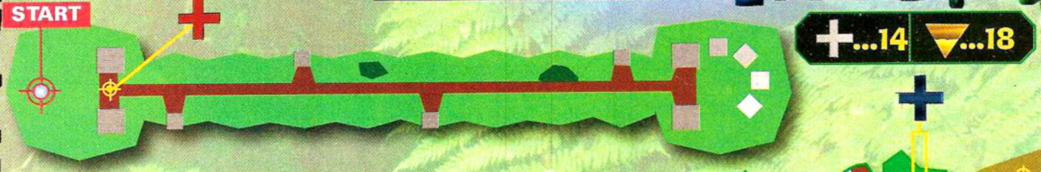
Level 1-A

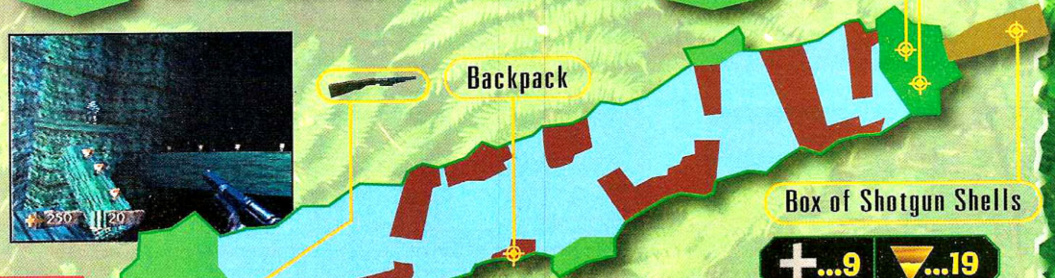
This swinging chamber is packed with perilous, spiked pendulums. Make your way carefully to the other side of the level and collect the health power-ups as you work your way along the ascending stone platforms. The jumps you'll make here are tougher than those in Warp Level 1–B.



LEGEND

25% Health....	✚	Cave.......	🟫
Full Health....	✚	Water......	🟦
Ultra Health....	✚	Ground	🟩
Bridge/ Ladder....	🟫	Lava.......	🟧
		Electric field.......	🟦





Level 1-B

Level 1-B is usually the first warp area players find in the game. Grab the Auto Shotgun and leap across the logs until you can see the commandos standing in the shadows. Dispatch all three of the enemies before you advance to the exit. You'll find a box of Shotgun Shells near the end of the level.

AERO FIGHTERS ASSAULT

SPEED: KM
1500
1400
1300
1200
1100
ALT: M
300
200
100
0
30
30
0
0
30
30

Welcome to Operation: Project Blue. You are a member of the Aero Fighters, an elite wing of a multi-national, peace-keeping force created by the United Nations to maintain order throughout the world.

Last month, a massive bomb was dropped on Antarctica. Our agents have traced the origins of this heinous crime to a mysterious military organization called Phutta Morgana.

The superheated air from the explosion has melted most of the ice around the earth's south pole. Low-lying areas and harbor cities throughout the world are completely flooded by the rising oceans. You've probably seen the world news reports on the disasters in Tokyo and New York City. The armed forces of every nation throughout the world are working together to save the beleaguered millions.

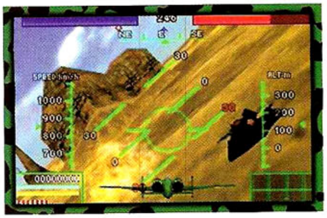
Unfortunately, this enormous rescue effort is all part of Phutta Morgana's plan. As the military fleets move in to save citizens, the world's most vital and strategic resources are left undefended.

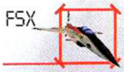
We're currently tracking at least four major hostile threats unfolding in different corners of the globe. Project Blue's Aero Fighters team is the only defense unit in the world that can be deployed to engage the enemy. So far Phutta Morgana has managed to keep us reeling—we know of these four crisis situations, but everyone is anticipating more. Any one of these threats could be a diversion or a deadly trap. We know that the odds against you seem overwhelming. But, truth be told, you're the only hope left for the world.

© 1997 Video System Co. Ltd./Paradigm Simulations Inc.

A NEED FOR SPEED

Strap in and grab your pre-flight checklist. You're about to be catapulted into the unfriendly skies against the wickedest and wiliest pilots and the deadliest and most diabolical devices ever assembled for conventional warfare.

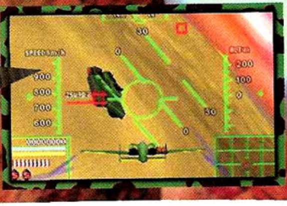


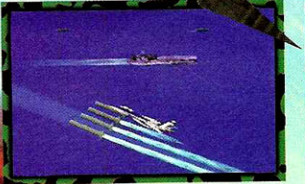


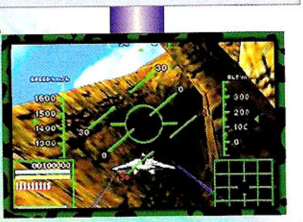
Aero Fighters Assault, a joint project between Paradigm Simulations and Video System Company Ltd., is a high-flying game that's three parts flight simulator and one part arcade shooter. The formula for this exciting game's appeal and anticipated success is an even blend of astounding graphics, elegant play control, and a compelling plot delivered on a realistic flight physics model.

While other jet combat flight simulators and games are structured around the conventional weapons of the Cold War, Aero Fighters Assault smashes this over-used concept with a diverse, multinational mix of aircraft on both sides of the former Iron Curtain. Flights of American-made F-14s take to the air to do battle against a squadron of American-made F-22s. A line of Russian-made SU-35s form up and lock on a low-flying group of SU-25s. All fighters featured in the game have the same flight characteristics as

"Target verified at ten o'clock. Range 6000," your radio cackles. Time to get up close and personal with the rattlers and scorpions. You dive for the deck, your wing tips nearly scraping the canyon walls. Jagged sandstone screams by your head at Mach 1 as your afterburners incinerate the desert sand. A twisted piece of wreckage flashes past your plexiglass canopy. Even the slightest twitch at this altitude will be disastrous, but the danger is worth the risk when you consider the swarm of surface-to-air missiles (SAMs) waiting for you just fifty meters higher.

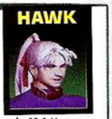






F-14B TOMCAT

HAWK

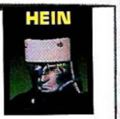


Introduced in 1973, the Northrop Grumman F-14 B Tomcat is a twin engine fighter with variable geometry wings. The wings automatically sweep during flight, allowing exceptional maneuverability at high and low speeds. Despite its venerable age, this aircraft remains the backbone of the US Navy's fighter support.

Length: 19.1 Meters
Span: 19.5 Meters
Max Speed: Mach 2.34
Power Plant:
Two Pratt &Whitney
TF30-P-414 Engines

FS-X

HEIN

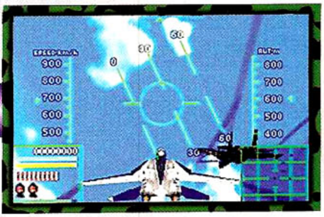


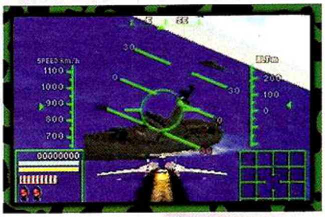
The Lockheed Martin FS-X, also recognized as the Japanese F-2, is a joint fighter development project between Japan and the US. The FS-X will be a multirole fighter in the Japan Air Self Defense Force. The aircraft design is based on the F-16, but the FS-X features more composite materials and a larger wing area.

Length: 15.03 Meters
Span: 10.00 Meters
Max Speed: Mach 2.05
Power Plant:
One General Electric
F110-GE-129 Engine

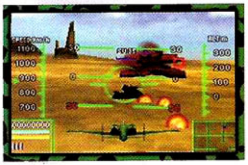
their real-life counterparts, but if you don't like the pairings the game offers in story mode, or if you're looking for a Cold War-style confrontation, you can pick your fighters and your fights in two-player, Death Match mode.

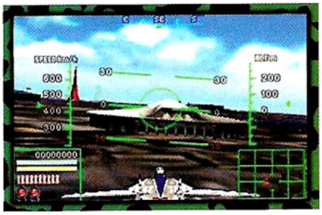
Almost to the primary target. You ease back on the stick and put a little altitude under your feet. Parallel vapor trails streak off your wings. The Heads Up Display (HUD) and look-down radar are clear. Perfect. Almost. Your plane wobbles as your wingman pulls up in front of you.





Whether you're scything leaves at treetop level or punching holes in the ozone near the threshold of space, the intricate and scenic details in Aero Fighters Assault will leave you cranking the dial on your oxygen mask airflow controls. Take a supersonic tour of Tokyo's landmarks. Pull the trigger and watch an abandoned building implode and tumble directly in front of your nose cone—you can even stir up the dust cloud. Rip through wisps of cirrus clouds in the stratosphere. Kick up sea spray as you slide between the deep swells of the Pacific Ocean. The game delivers stunning graphics at real-time speeds.

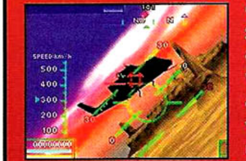


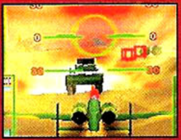


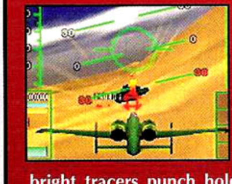
Watch out for the jet wash of the other planes around you—Aero Fighters Assault's physics model is so realistic that you'll experience turbulence while flying close to other aircraft. After taking to the air in PilotWings 64, the developers at Paradigm pushed the envelope of their N64 programming skills to exospheric heights. The game includes the flight characteristics of more than a half dozen contemporary and futuristic jets. And if programming goes as planned, you'll be able to heighten your flying experience by plugging the N64 Rumble Pak into the base of your controller so you'll feel the impact of modern air combat.

THE ARMY OF PHUTTA MORGANA

If there's not enough danger to worry about in the air, the legions of Phutta Morgana's ground forces are insulated with the best armor and weapons technology in the world, and they're more than prepared to deal with the Aero Fighters team. Their T-80U battle tanks, ZSU-30/2 mobile air defense platforms and AH-1 Cobra Attack Helicopters are equipped with the latest and most lethal assortment of antiaircraft weapons ever aimed at the skies. Your Heads Up Display and radar will alert you to the positions of these units, but it's up to you to take evasive action. How will you react when the bright tracers punch holes through your composite wings? We'll spare you the hideous details about the enemy's surface-to-air missile networks.

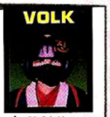


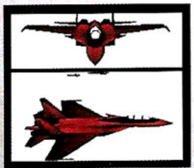




SU-35 SUPER FLANKER

VOLK



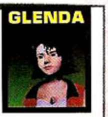


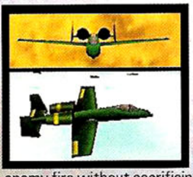
Unveiled at the 1992 Farnborough Air Show, the Russian Sukhoi SU-35 is an advanced version of the multi-purpose SU-27 "Flanker." The Super Flanker has larger engines than the SU-27, with an enhanced target tracking system. The SU-35 strikes an effective balance between ground attack and air-to-air roles.

Length: 21.96 Meters
Span: 14.70 Meters
Max Speed: Mach 2.3
Power Plant: Two Lyulka AL-31MF Augmented Turbofans

A-10A THUNDERBOLT II

GLENDA

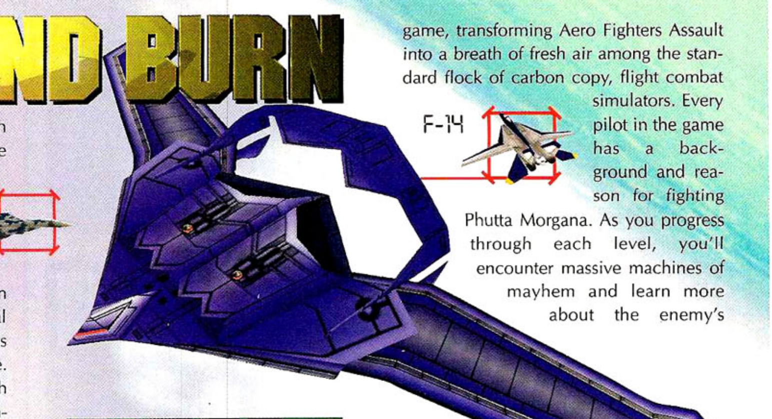




The Fairchild A-10A was first produced in 1975. It has phenomenal maneuverability at low speeds and can sustain incredible amounts of damage from enemy fire without sacrificing performance. The aircraft's enhanced armor makes it ideal in ground attack roles against armored vehicles and rampaging robotic monsters.

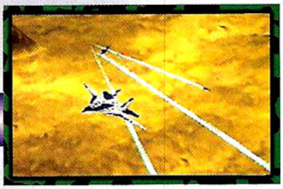
Length: 16.16 Meters
Span: 17.4 Meters
Max Speed: Mach 0.56
Power Plant: Two General Electric TF34-GE-100 Engines

TURN AND BURN



Air combat in the Information Age consists of making more decisions than your brain can process in half a heartbeat. That's why most PC flight simulators crash and burn on the virtual tarmac. It's impossible to hunt and peck for function keys or consult an inch-thick manual when you have a heat seeker seconds away from sniffing out your exhaust pipe. Aero Fighters Assault was designed with an effective balance between flight control features and advanced weapons systems. You spend less time learning and more time flying. Players with a rudimentary knowledge of flight mechanics can jump into the middle of a dogfight on their first mission. Even if you just learned what 'HUD' and 'SAM' stand for, your basic survival instincts and a little spatial thinking will get you by so you can live to fly another day.

An alarm resonates through the cockpit. You snap around and check the view over your shoulder. A millisecond later your blood freezes in your veins: two serpentine vapor trails from a pair of inbound missiles are winding toward your starboard wing. Do you deploy radar defying chaff? Or do you yank back on the control stick and try some fancy dancing at twice the speed of sound?



The developers at Video System have packed a compelling story line, entertaining characters and diabolical mechanical guardians into the game, transforming Aero Fighters Assault into a breath of fresh air among the standard flock of carbon copy, flight combat simulators. Every pilot in the game has a background and reason for fighting Phutta Morgana. As you progress through each level, you'll encounter massive machines of mayhem and learn more about the enemy's plan to rule the world. The victory conditions for each stage vary, so players meet up with a wide variety of scenarios and surprises. Mission goals range from defending strategic strong points to mounting ground assaults against hardened targets to wiping out everything in the unfriendly skies.

A huge red blip juts onto your HUD horizon. You've never seen anything this big. It's a metal behemoth straight from the collective masterminds at Phutta Morgana. This thing is spewing more fireworks than New York City on Independence Day—and most of the rockets' red glare is aimed directly at you.

Aero Fighters Assault's extensive details, features and high replay value will appeal to a large audience of frequent flyers. The varied

F-22A

The F-22A was designed to replace the F-15 as the US Air Force's air superiority fighter. Because the F-22 has a stealth profile designed to elude radar detection, the aircraft's armament is carried in an internal weapons bay.

Length: 19.55 Meters
Span: 13.10 Meters
Max Speed: Mach 1.9
Power Plant: Two Pratt & Whitney YF119-GE-100 Engines

SU-25

The SU-25 Sukhoi "Frogfoot" is the Russian counterpart to the A-10 Thunderbolt. The SU-25 was introduced in 1978 and later modified after deployment in Afghanistan. This armored aircraft is designed for ground strike missions.

Length: 14.5 Meters
Span: 16.00 Meters
Max Speed: Mach 0.8
Power Plant: Two Tumansky R-195 Engines

EUROFIGHTER 2000

The Eurofighter 2000 was built by a consortium of British, German, Italian and Spanish aerospace corporations. The fighter's light, composite airframe and powerful engines make it ideal for air-to air and air-to-ground sorties.

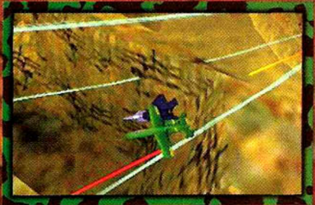
Length: 14.8 Meters
Span: 10.50 Meters
Max Speed: Mach 2.0
Power Plant: Two EJ2000 Reheated Turbofan Engines

The ground spins over your head as you roll toward the earth. Your intercom shrieks as your wingman takes a hit and spins out of control. No time for sentimentalities—you have a fraction of a second to adjust your sights before the mechanized monster streaks underneath you. Bombs away. The black cylinders shimmy like minnows in the slipstream, then spiral downward on a one-way trip to oblivion. You roll left and hit the afterburners. The world ignites behind you. Milliseconds later you're racing ahead of the edge of a titanic, white wave of compressed air, heading for the safety of home. This mission is accomplished, but your war is far from over.

missions, multiple game modes, multi-player match options and hidden enemies and characters will keep jet jockeys airborne for hours. If you like flying games, or if you've always wondered what it's like to see the ground blur past you at twice the speed of sound, make sure you get a lock on this astounding title this summer.

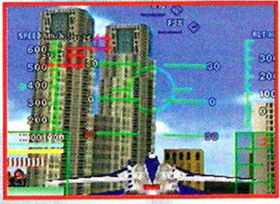
THE DANGER ZONES

Before the fate of the world is decided, the Aero Fighters team will confront the forces of Phutta Morgana. While this game is still in development, Nintendo Power was able to get a sneak preview of a handful of the formidable stages. Keep in mind that these missions may be altered or revised before the game is released.



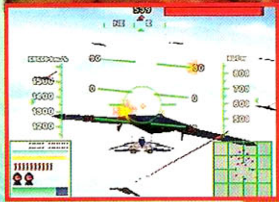
TOKYO

The Metropolitan building is under attack by the spider-like Super XX, Phutta Morgana's "Heavy Armored Walker" Watch where you're shooting or you'll permanently remodel Tokyo's famous landmarks.



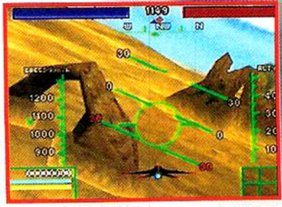
SKY

A squadron of stealth bombers skate the skies like a legion of unseen wraiths. Our ground radar installations can't track this threat, but the Aero Fighters will scramble to intercept when we establish visual contact.



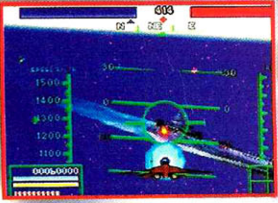
DESERT

Monument Valley is bristling with columns of enemy armor and antiaircraft platforms. We don't know the enemy's plan, but we've determined that the force's command center is located inside a massive Super Tank.

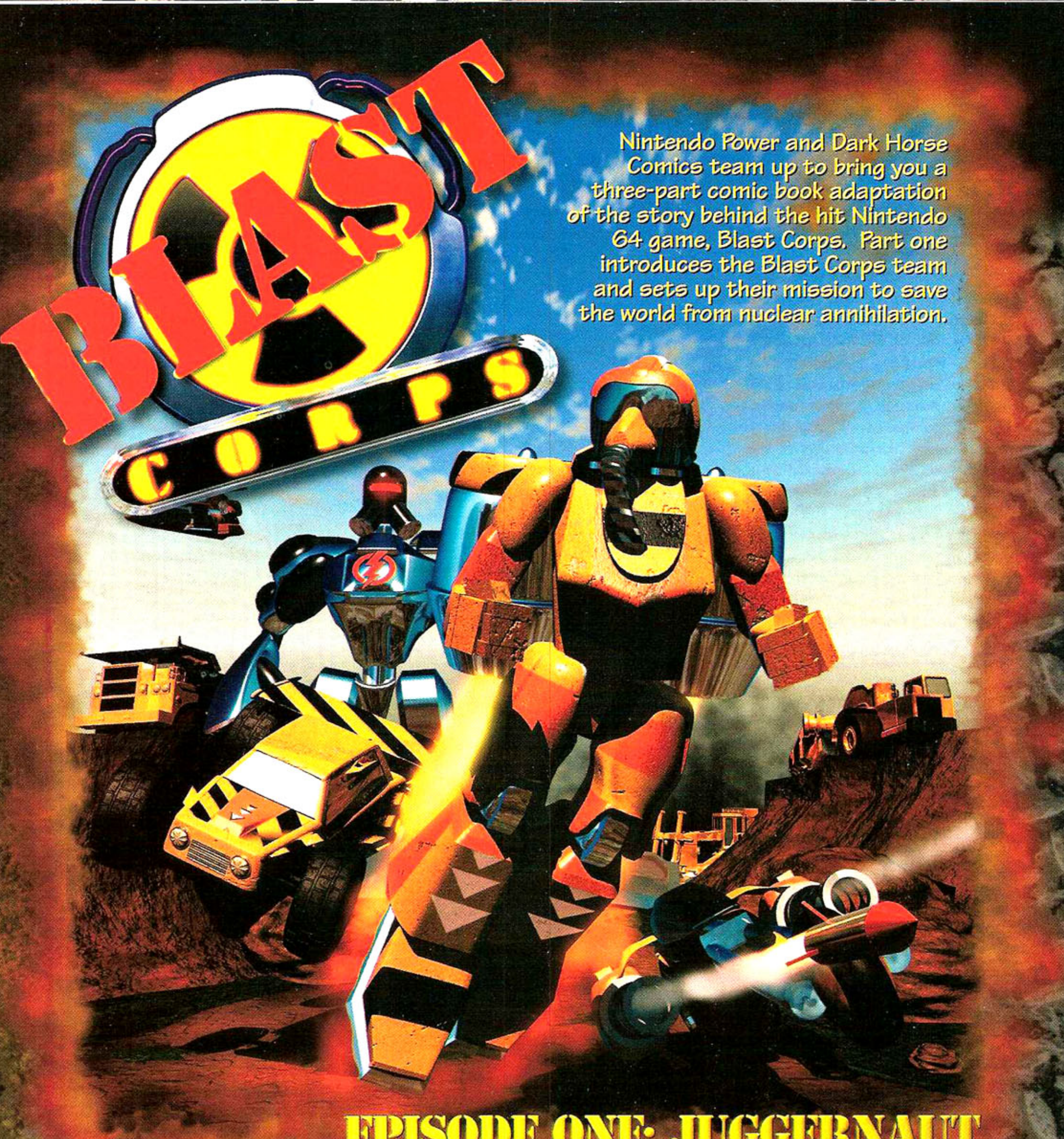


THE PACIFIC

A Phutta Morgana armada is lurking somewhere in the Pacific Ocean. Satellite imagery indicates that a submersible dreadnought is in the fleet. If not destroyed, this vessel will decimate the world's trade routes.

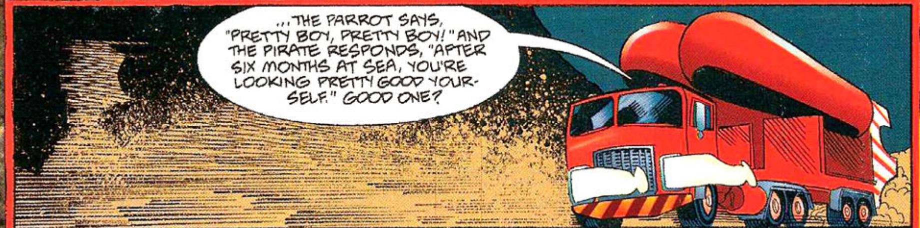


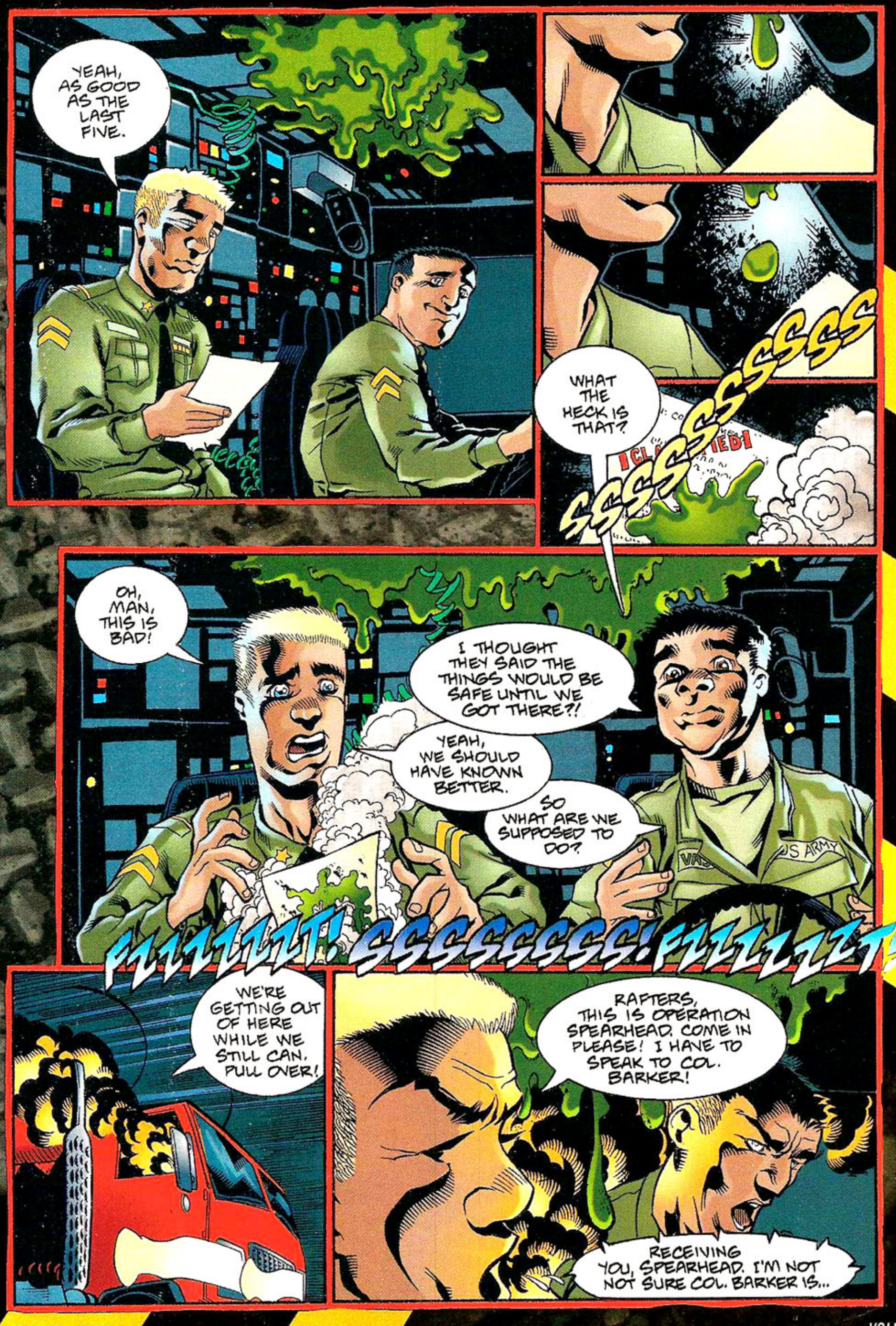
BLAST CORPS

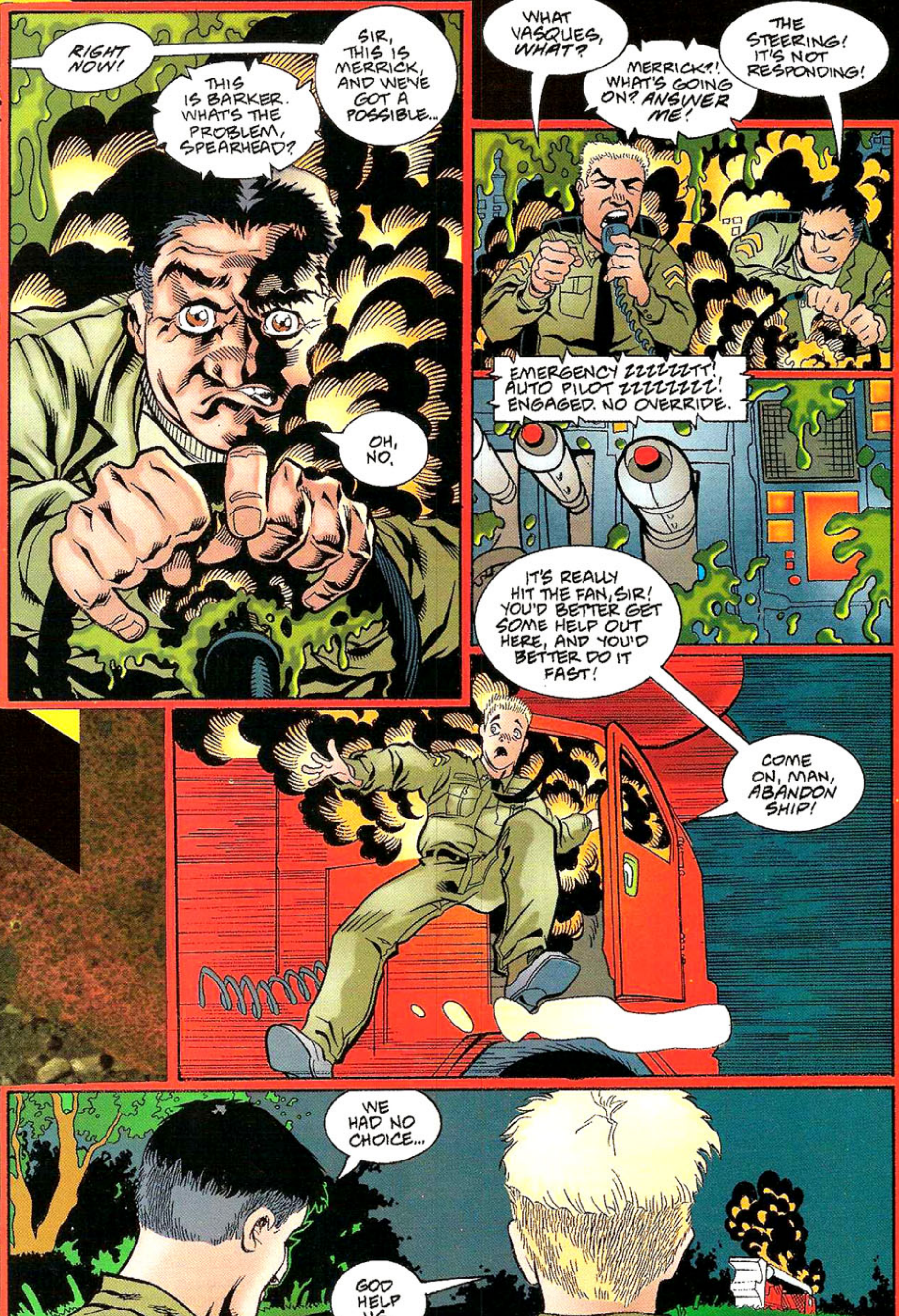


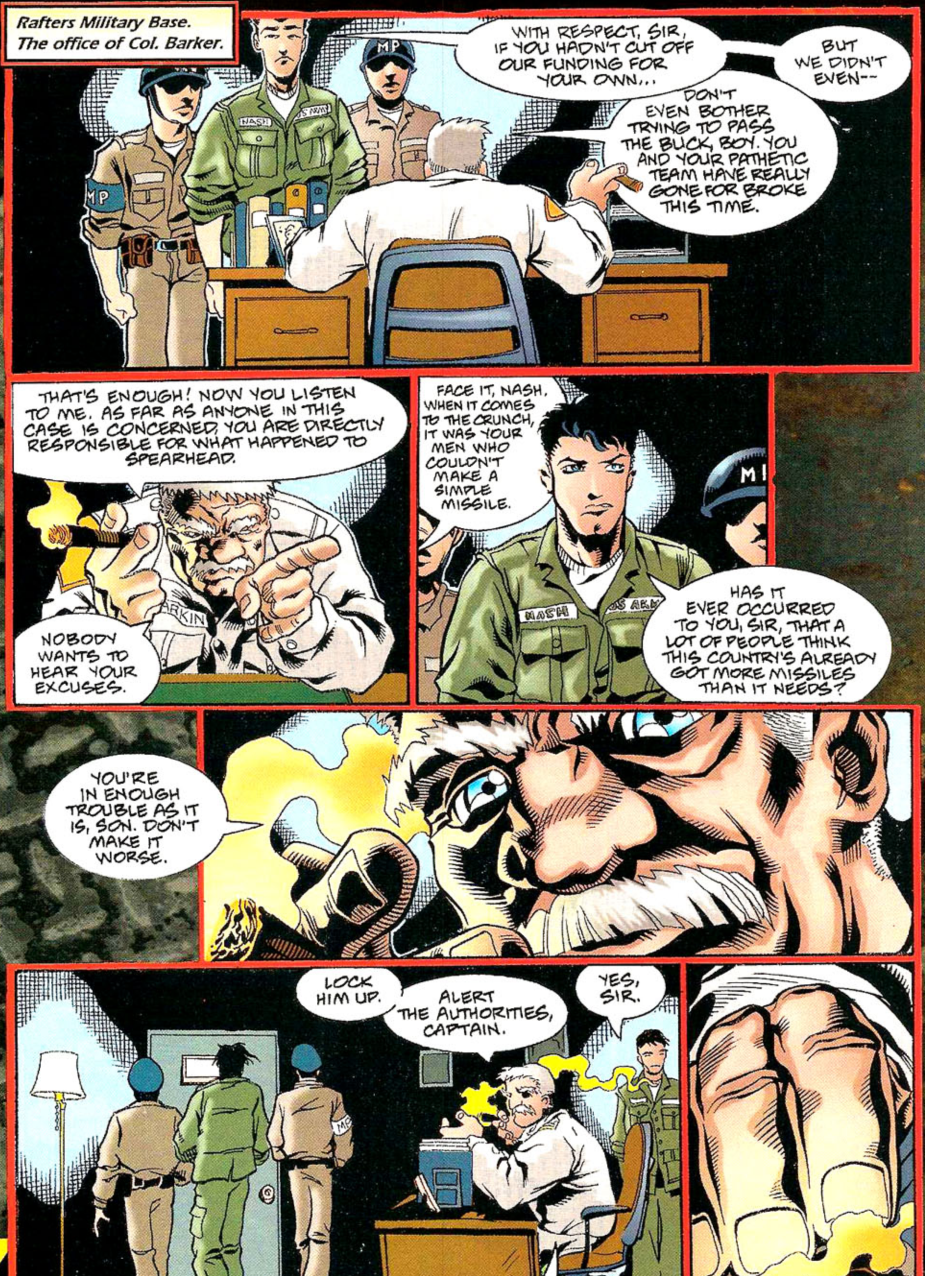
Nintendo Power and Dark Horse Comics team up to bring you a three-part comic book adaptation of the story behind the hit Nintendo 64 game, Blast Corps. Part one introduces the Blast Corps team and sets up their mission to save the world from nuclear annihilation.

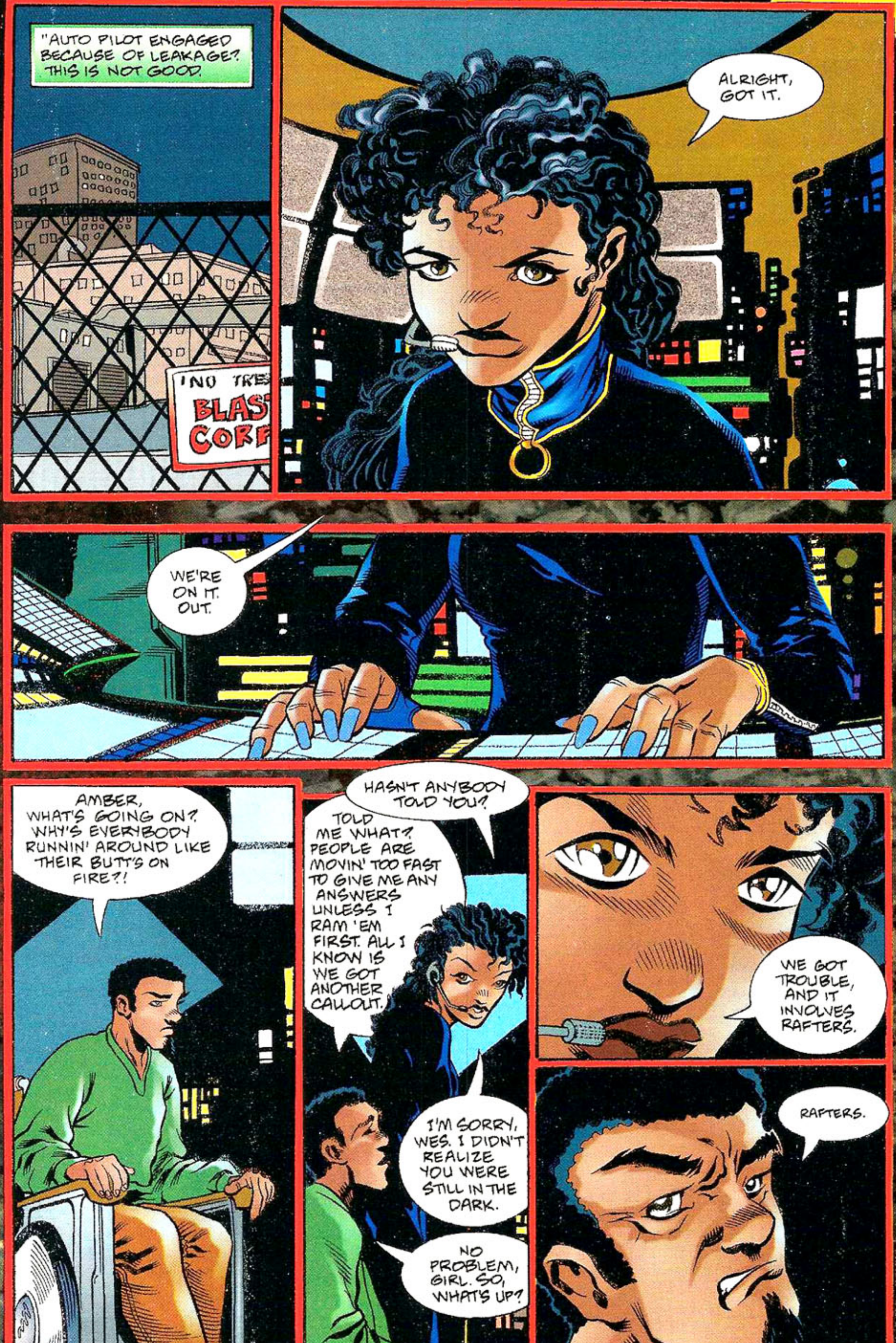
EPISODE ONE: JUGGERNAUT

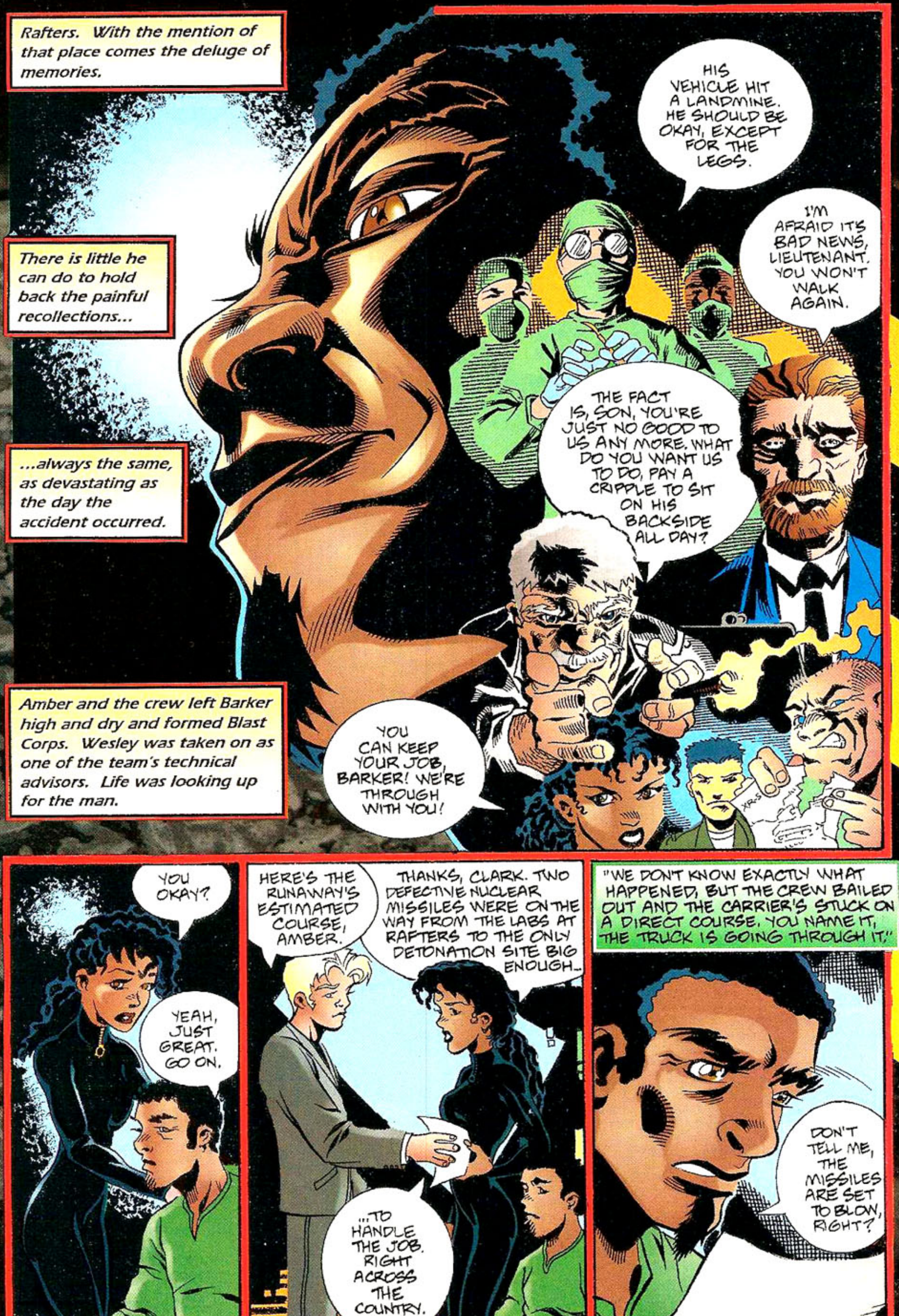

...THE PARROT SAYS, "PRETTY BOY, PRETTY BOY!" AND THE PIRATE RESPONDS, "AFTER SIX MONTHS AT SEA, YOU'RE LOOKING PRETTY GOOD YOURSELF." GOOD ONE?

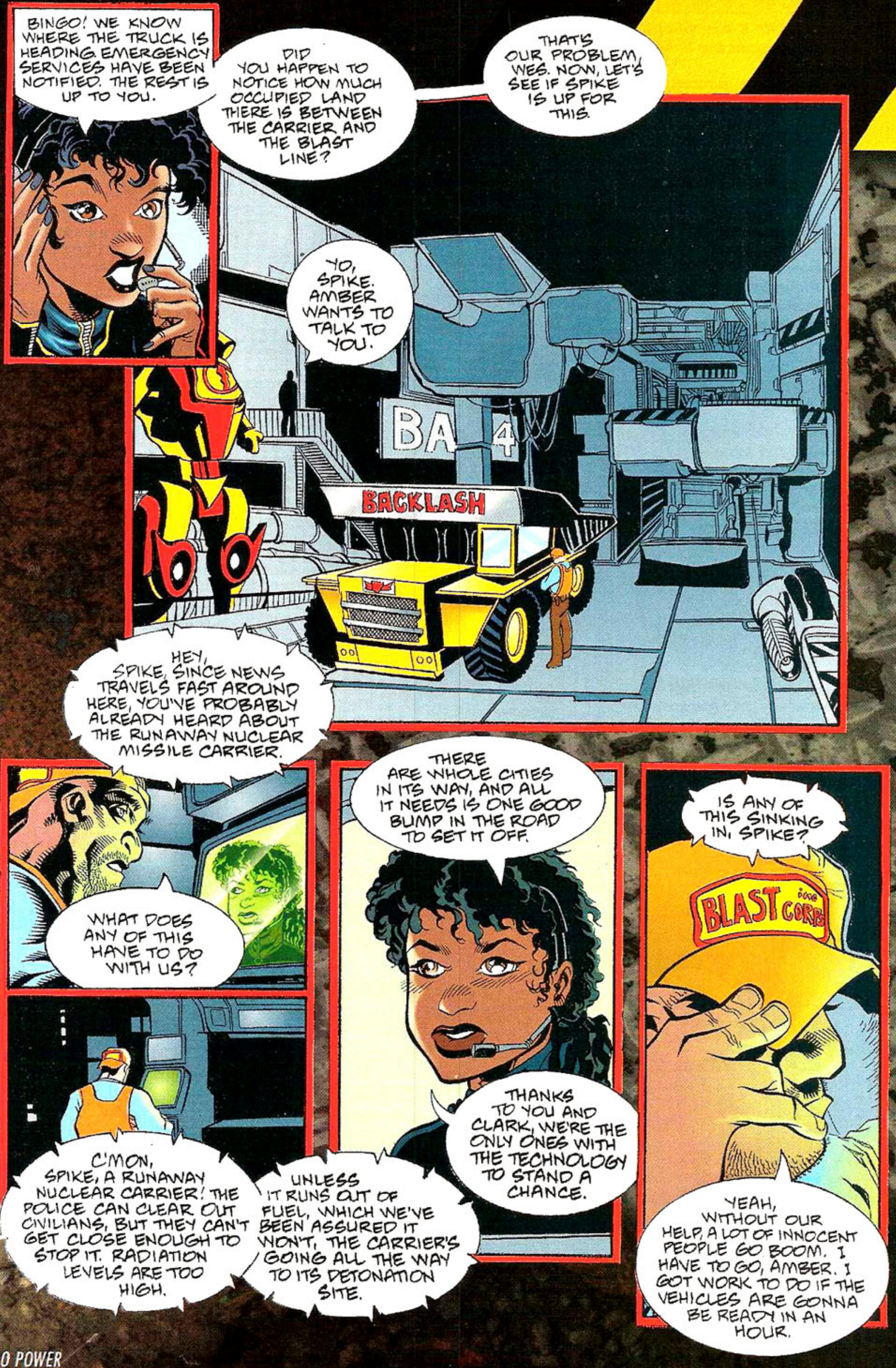

YEAH, AS GOOD AS THE LAST FIVE.
WHAT THE HECK IS THAT?
SSSSSSSSSSSSS
CLASSIFIED
OH, MAN, THIS IS BAD!
I THOUGHT THEY SAID THE THINGS WOULD BE SAFE UNTIL WE GOT THERE?!
YEAH, WE SHOULD HAVE KNOWN BETTER.
SO WHAT ARE WE SUPPOSED TO DO?
US ARMY
FZZZZZZZT! SSSSSSSS! FZZZZZZT!
WE'RE GETTING OUT OF HERE WHILE WE STILL CAN. PULL OVER!
RAFTERS, THIS IS OPERATION SPEARHEAD. COME IN PLEASE! I HAVE TO SPEAK TO COL. BARKER!
RECEIVING YOU, SPEARHEAD. I'M NOT NOT SURE COL. BARKER IS...

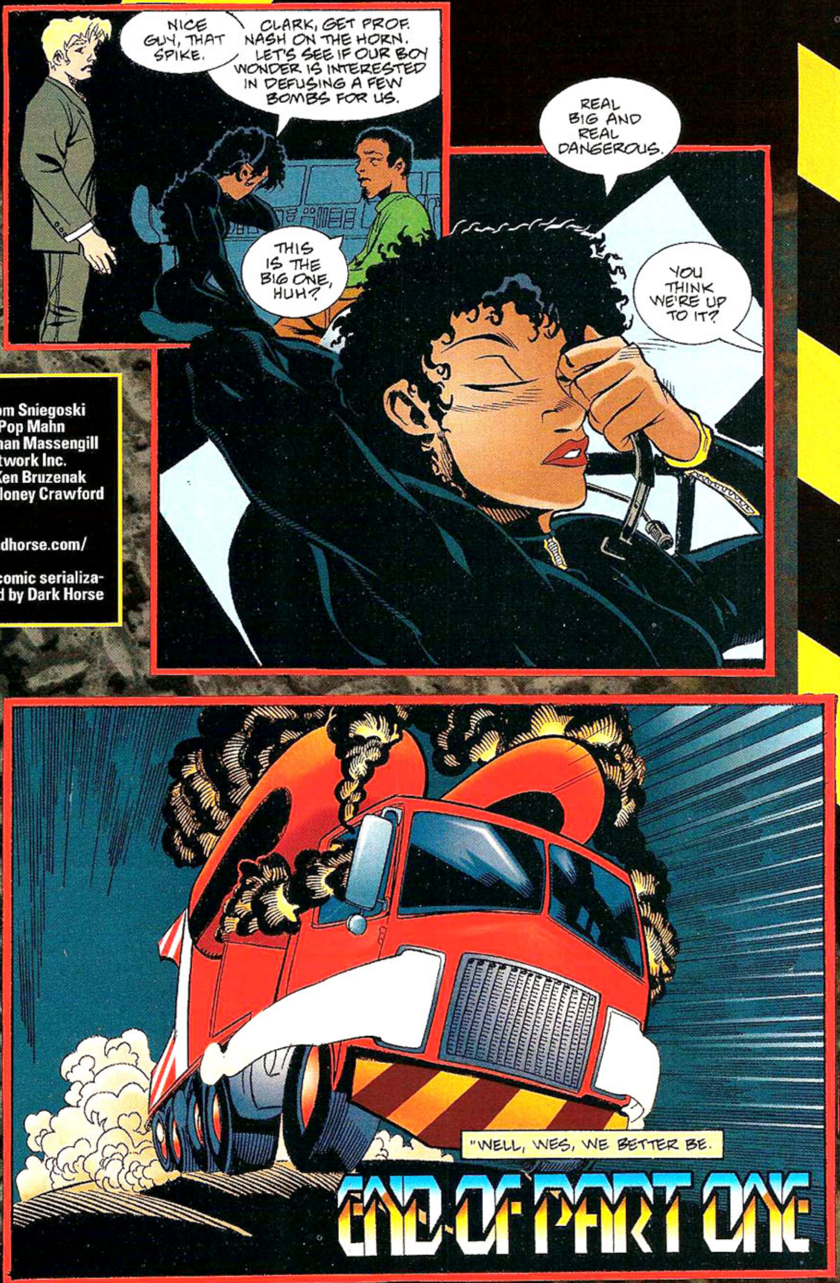

RIGHT NOW!
SIR, THIS IS MERRICK, AND WE'VE GOT A POSSIBLE...
THIS IS BARKER. WHAT'S THE PROBLEM, SPEARHEAD?
OH, NO.
WHAT VASQUES, WHAT?
MERRICK?! WHAT'S GOING ON? ANSWER ME!
THE STEERING! IT'S NOT RESPONDING!
EMERGENCY ZZZZZZTT! AUTO PILOT ZZZZZZZZ! ENGAGED. NO OVERRIDE.
IT'S REALLY HIT THE FAN, SIR! YOU'D BETTER GET SOME HELP OUT HERE, AND YOU'D BETTER DO IT FAST!
COME ON, MAN, ABANDON SHIP!
WE HAD NO CHOICE...
GOD HELP US.


Rafters Military Base.
The office of Col. Barker.
MP
NASH
US ARMY
WITH RESPECT, SIR, IF YOU HADN'T CUT OFF OUR FUNDING FOR YOUR OWN...
BUT WE DIDN'T EVEN--
DON'T EVEN BOTHER TRYING TO PASS THE BUCK, BOY. YOU AND YOUR PATHETIC TEAM HAVE REALLY GONE FOR BROKE THIS TIME.
THAT'S ENOUGH! NOW YOU LISTEN TO ME. AS FAR AS ANYONE IN THIS CASE IS CONCERNED, YOU ARE DIRECTLY RESPONSIBLE FOR WHAT HAPPENED TO SPEARHEAD.
NOBODY WANTS TO HEAR YOUR EXCUSES.
FACE IT, NASH. WHEN IT COMES TO THE CRUNCH, IT WAS YOUR MEN WHO COULDN'T MAKE A SIMPLE MISSILE.
HAS IT EVER OCCURRED TO YOU, SIR, THAT A LOT OF PEOPLE THINK THIS COUNTRY'S ALREADY GOT MORE MISSILES THAN IT NEEDS?
YOU'RE IN ENOUGH TROUBLE AS IT IS, SON. DON'T MAKE IT WORSE.
LOCK HIM UP.
ALERT THE AUTHORITIES, CAPTAIN.
YES, SIR.
THIS IS THEIR PROBLEM NOW.


"AUTO PILOT ENGAGED BECAUSE OF LEAKAGE? THIS IS NOT GOOD.
'NO TRES
BLAST CORP
ALRIGHT, GOT IT.
WE'RE ON IT. OUT.
AMBER, WHAT'S GOING ON? WHY'S EVERYBODY RUNNIN' AROUND LIKE THEIR BUTT'S ON FIRE?!
HASN'T ANYBODY TOLD YOU?
TOLD ME WHAT? PEOPLE ARE MOVIN' TOO FAST TO GIVE ME ANY ANSWERS UNLESS I RAM 'EM FIRST. ALL I KNOW IS WE GOT ANOTHER CALLOUT.
I'M SORRY, WES. I DIDN'T REALIZE YOU WERE STILL IN THE DARK.
NO PROBLEM, GIRL. SO, WHAT'S UP?
WE GOT TROUBLE, AND IT INVOLVES RAFTERS.
RAFTERS.


Rafters. With the mention of that place comes the deluge of memories.
HIS VEHICLE HIT A LANDMINE. HE SHOULD BE OKAY, EXCEPT FOR THE LEGS.
I'M AFRAID IT'S BAD NEWS, LIEUTENANT. YOU WON'T WALK AGAIN.
There is little he can do to hold back the painful recollections...
THE FACT IS, SON, YOU'RE JUST NO GOOD TO US ANY MORE. WHAT DO YOU WANT US TO DO, PAY A CRIPPLE TO SIT ON HIS BACKSIDE ALL DAY?
...always the same, as devastating as the day the accident occurred.
Amber and the crew left Barker high and dry and formed Blast Corps. Wesley was taken on as one of the team's technical advisors. Life was looking up for the man.
YOU CAN KEEP YOUR JOB, BARKER! WE'RE THROUGH WITH YOU!
YOU OKAY?
YEAH, JUST GREAT. GO ON.
HERE'S THE RUNAWAY'S ESTIMATED COURSE, AMBER.
THANKS, CLARK. TWO DEFECTIVE NUCLEAR MISSILES WERE ON THE WAY FROM THE LABS AT RAFTERS TO THE ONLY DETONATION SITE BIG ENOUGH...
...TO HANDLE THE JOB. RIGHT ACROSS THE COUNTRY.
"WE DON'T KNOW EXACTLY WHAT HAPPENED, BUT THE CREW BAILED OUT AND THE CARRIER'S STUCK ON A DIRECT COURSE. YOU NAME IT, THE TRUCK IS GOING THROUGH IT."
DON'T TELL ME, THE MISSILES ARE SET TO BLOW, RIGHT?


BINGO! WE KNOW WHERE THE TRUCK IS HEADING. EMERGENCY SERVICES HAVE BEEN NOTIFIED. THE REST IS UP TO YOU.
DID YOU HAPPEN TO NOTICE HOW MUCH OCCUPIED LAND THERE IS BETWEEN THE CARRIER AND THE BLAST LINE?
THAT'S OUR PROBLEM, WES. NOW, LET'S SEE IF SPIKE IS UP FOR THIS.
YO, SPIKE. AMBER WANTS TO TALK TO YOU.
BA 4
BACKLASH
HEY, SPIKE, SINCE NEWS TRAVELS FAST AROUND HERE, YOU'VE PROBABLY ALREADY HEARD ABOUT THE RUNAWAY NUCLEAR MISSILE CARRIER.
WHAT DOES ANY OF THIS HAVE TO DO WITH US?
C'MON, SPIKE, A RUNAWAY NUCLEAR CARRIER! THE POLICE CAN CLEAR OUT CIVILIANS, BUT THEY CAN'T GET CLOSE ENOUGH TO STOP IT. RADIATION LEVELS ARE TOO HIGH.
UNLESS IT RUNS OUT OF FUEL, WHICH WE'VE BEEN ASSURED IT WON'T, THE CARRIER'S GOING ALL THE WAY TO ITS DETONATION SITE.
THERE ARE WHOLE CITIES IN ITS WAY, AND ALL IT NEEDS IS ONE GOOD BUMP IN THE ROAD TO SET IT OFF.
THANKS TO YOU AND CLARK, WE'RE THE ONLY ONES WITH THE TECHNOLOGY TO STAND A CHANCE.
IS ANY OF THIS SINKING IN, SPIKE?
BLAST CORPS inc
YEAH, WITHOUT OUR HELP, A LOT OF INNOCENT PEOPLE GO BOOM. I HAVE TO GO, AMBER. I GOT WORK TO DO IF THE VEHICLES ARE GONNA BE READY IN AN HOUR.


NICE GUY, THAT SPIKE.
CLARK, GET PROF. NASH ON THE HORN. LET'S SEE IF OUR BOY WONDER IS INTERESTED IN DEFUSING A FEW BOMBS FOR US.
THIS IS THE BIG ONE, HUH?
REAL BIG AND REAL DANGEROUS.
YOU THINK WE'RE UP TO IT?
"WELL, WES, WE BETTER BE.
END OF PART ONE

CREDITS
Written by Tom Sniegoski
Pencilled by Pop Mahn
Inked by Nathan Massengill
Colors by Network Inc.
Lettered by Ken Bruzenak
Edited by Meloney Crawford Chadwick

http://www.dhorse.com/

Blast Corps comic serialization produced by Dark Horse Comics, Inc.

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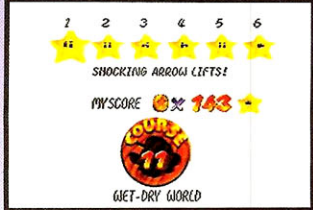
NP'S ARENA

CHALLENGE #1

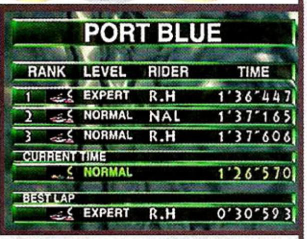
SUPER MARIO 64



The great Mushroom Kingdom treasure hunt continues in this month's Arena. Take a flying leap into the Wet-Dry World painting on the upper floor of the castle and see how many coins you can nab. Whether you start swimming at the top or climb up from the bottom, your work is going to be cut out for you—and you already know what happens when you jump into the top half of the painting, right? The first 50 top coin collectors pocket four Super Power Stamps, good for cash off cool gear in the Nintendo Super Supplies Catalog.

CHALLENGE #2

WAVE RACE 64



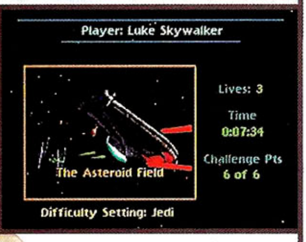
PORT BLUE

RANK	LEVEL	RIDER	TIME
1	EXPERT	R.H	1'36"447
2	NORMAL	NAL	1'37"165
3	NORMAL	R.H	1'37"606
CURRENT TIME	NORMAL		1'26"570
BEST LAP	EXPERT	R.H	0'30"593

Can water catch fire? We're beginning to wonder after Tommy Yoder of Ridgeley, West Virginia and Japhet Santaro of San Francisco, California burned up Southern Island's course this month. Nobody else came close! Arena's Wave Race 64 Challenge Circuit goes industrial this month with a three-lap race around the dark, rusting corridors of Port Blue. You'll need nine-inch nails to keep a grip on your watercraft through these intense turns. Looking for a tip for a top time? Try racing on calm water. The 25 fastest times blow this Gothic scene with four Super Power Stamps.

CHALLENGE #3

SHADOWS OF THE EMPIRE



Player: Luke Skywalker

The Asteroid Field

Lives: 3

Time 0:07:34

Challenge Pts 6 of 6

Difficulty Setting: Jedi

The Arena lingers in the Shadows of the Empire this month with a second Jedi challenge: How fast can you wipe out all the Tie Fighters and bombers in The Asteroid Field stage while collecting all six challenge points? Just like last month, you have to play this mode on the Jedi difficulty setting. To collect the six challenge points, you'll need to blast away all the red asteroids in this level. Send in a photo of the stage select screen with your best time. The 25 Rebel leaders with the best times will make the leap to hyperspace with four Super Power Stamps.

SPORTS GAME MATCH

It's mix and match time again! How well do you know your sports games? Pump up your brain cells by matching these sports heroes with the game title named in their honor. This quiz is strictly just for fun, so don't stress out if you can't make all the matches. The answers will be in next month's Arena.

Wayne Gretzky's
Frank Thomas
Charles Barkley
Bill Laimbeer's
George Foreman's
Brett Hull
Mark Davis
Ken Griffey Jr.'s
Jimmy Connors
Roger Clemens

MVP Baseball
Shut up and Jam
K.O. Boxing
Winning Run
Hockey '95
Pro Tennis Tour
3-D Hockey
Combat Basketball
Big Hurt Baseball
The Fishing Master

WAVE RACE 64

Best times for three laps around Southern Island (Volume 94)

Tommy Yoder	Ridgeley, WV	1:14.189
Japhet Santaro	San Francisco, CA	1:14.706
N. Shrubsole	Holland, ON	1:18.303
Mark Thompson	Marysville, MI	1:19.252
Scott Bauer	Stoughton, WI	1:20.025
Jonathan Colón	Suffolk, VA	1:20.520
Chris Anciano	Cerritos, CA	1:20.709
John Mapletoft	Saskatoon, SK	1:20.748
Aaron Kiser	Huntington, IN	1:20.790
D. Delgadillo	Tulare, CA	1:21.010
M. Ashworth	Nashville, TN	1:21.050
A. Wollschlager	Fort Lauderdale, FL	1:21.650
David Hosaflook	Springfield, VA	1:21.667
Bret Wood	Billings, MT	1:21.931
Ryan Howell	Regina, SK	1:22.332
Cliff May	Laguna Niguel, CA	1:22.470
Dean Avery	Bloomington, MN	1:22.661
Dan Britton	Owen Sound, ON	1:22.755
Brent Young	Linn Creek, MO	1:22.952
Barry Cordes	St. Louis, MO	1:23.310
Cameron Bell	Florence, SC	1:23.378
Brian Miano	Glastonbury, CT	1:23.457
C. Kaiser	Toronto, ON	1:24.169
Erik Voss	Sloughhouse, CA	1:24.263
Steven Muller	Staten Island, NY	1:24.312
Syama Mattson	Efland, NC	1:24.324
Chris Riethmiller	Boca Raton, FL	1:24.362
Jonathan Basher	Albany, NY	1:24.930
John Regan	Walpole, MA	1:25.712
Chris Schouten	Hemet, CA	1:26.089

WAYNE GRETZKY'S 3-D HOCKEY

Most goals in a 20 minute period against the computer (Volume 94)

Corey Dowrey	Fairfield, OH	115
Dan Button	Owen Sound, ON	94
Gaby Devarona	Miami, FL	89
Loc Pham	Northampton, PA	71
J. Rexhausen	Cincinnati, OH	58
Scott Bauer	Stoughton, WI	51
Aaron Carrico	Cincinnati, OH	50
Matt Larson	Albert Lea, MN	44
Sean Blazo	Brighton, MI	42
Greg Joachim	Maysville, KY	41
Troy Turner	Edgewood, NM	36
C. McCoy	Little Ferry, NJ	30
Jonathan Plichta	Milford, MI	29
Gavin Denniston	Irvine, CA	25
J.Publicover	Sydney, NS	25
Bryan Carpenter	Allen Park, MI	24
Erik Breshears	Blythe, CA	21

SUPER MARIO 64

Collected 151 coins in Big Boo's Haunt (Volume 92)

Berkley Almarode	Hopewell, VA
Josh Anderson	Detroit Lakes, MN
Seth Barrister	Carlsbad, NM
Gregory Bonhomme	Tampa, FL
Scott Bowers	South Easton, MA
Zach Boyt	Coraopolis, PA
Philip Brady	Warner Robins, GA
Will Cahn	Woodmere, NY
Michael Camarata	Grand Prairie, TX
Jonathan Carreau	Modesto, CA
Michael Clark	Pelzer, SC
Andrew Connolly	San Jose, CA
Michael Cuoco	Levittown, NY
Danny Dingmann	Richmond, MN
Joe Doheney	Bridgewater, MA
Chris Estes	Batesville, AR
Taylor Ferwetti	Hamilton, ON
Neal Finne	Richland, WA
Wesley Foster	Mesquite, TX
Shane Garza	Grand Haven, MI
Blake Goodman	Victoria, TX
Chris Gray	Jacksonville, FL
Richard Griffith	Hubbard, OH
S. & E. Hoffheiser	Simi Valley, CA
Kenneth Hornyak	West Jefferson, OH
Jason Kauczka	Kingston, PA
Kevin Kibler	Tonawanda, NY
Ian Koelliker	Chatham, NJ
Matthew Lewis	Orlando, FL
Vince Little	Kenosha, WI
Brad Longoria	New Braunfels, TX
Eric Lopez	Dallas, TX
James MacDonald	Whitehorse, YT
Grant Martin	Oakville, ON
Graham Matthews	O'Fallon, IL
Corey Mattison	New Hartford, NY
Daniel Milian	Tampa, FL
Mike Moeller	Pittsburgh, PA
Willie Navarre	Crowley, LA
Charlie Ng	Oakland, CA
Christian Potvin	Beauport, PQ
Tyler Reynolds	Richland Springs, TX
Nathan Rugg	Montgomery, IL
Dusty Roberts	Hamilton, OH
Joe Sanabria	Hamburg, NY
Luke Schirmer	St. Paul, MN
Jimmy Sears	Oklahoma City, OK
Nick Sepi	Holtsville, NY
Troy Sherman	Gulliver, MI
Midori Sigeti	Kalamazoo, MI
Jeffrey Sipko	Calgary, AB
Michael Sober	Larkspur, CO
Jonathan Sturak	Hazleton, PA
Andy Taylor	Crown Point, IN
Stephen Truman	Grand Rapids, MI
Geoff Tuttle	Fountain Hills, AZ
Evan Vargas	Keller, TX
Kevin Waddell	Poulsbo, WA
Ricky Williams	Georgetown, KY
Daniel Yovino	Land O' Lakes, FL
Aniello Zampella	Bayonne, NJ
Daniel Zuck	Lewiston, ID

WAVE RACE 64

Best times for six laps around Sunny Beach (Volume 92)

Robert Coulson	Phoenix, AZ	2:03.248
Steven Cope	Gallatin, TN	2:04.525
Steve Sanders	South Jamesport, NY	2:04.757
Scott Tresler	Erie, PA	2:06.977
Steve Giavasis	Yonkers, NY	2:13.115
Jeremy Semko	El Paso, TX	2:13.222
D. Anderson	St. Louis, MO	2:14.422
Jared Budd	Eldorado, ON	2:14.446
Sonny Manna	Eastchester, NY	2:14.357
Ryan Rose	League City, TX	2:15.167
M. Wunderlich	Vancouver, WA	2:15.981
Steve Kepner	Buffalo, NY	2:16.354
T. Deyesso	East Bridgewater, MA	2:16.271

SUPER MARIO 64

Top times on the Princess's Secret Slide (Volume 91)

Michael Brulotte	Grande Prairie, AB	0:16.00
Eric Dayday	Virginia Beach, VA	0:16.00
B. Redfearn	Vader, WA	0:16.00
Aaron Rosier	West Alexander, PA	0:16.00
John Rubino	Livingston, NJ	0:16.00
Ricky Bogatek	Nobleton, ON	0:16.10
Ryan Bolton	Danville, IL	0:16.10
Jason Cromer	Goleta, CA	0:16.10
Justin Goode	Greens Fork, IN	0:16.10
Jesse Grimes	Manassas, VA	0:16.10
B. Newswanger	New Holland, P	0:16.10
Charles Brown	Coal Valley, IL	0:16.20
Jesse Couch	Nelson, BC	0:16.20
Jason Fortes	Redding, CA	0:16.20
Jonathan Hall	Chesapeake, VA	0:16.20
Tony Tantikul	Moorpark, CA	0:16.20
Will Byron	Port Jeff Station, NY	0:16.30
Nathan Charlton	Downey, CA	0:16.30
Scott Contois	Bridgewater, MA	0:16.30
Whitney Gunter	Dallastown, PA	0:16.30
Michael Gyengo	Huntsville, AL	0:16.30
Tim Jashinsky	New Berlin, WI	0:16.30
Toby Laine	Chino, CA	0:16.30
Larry Marsh	Rio Dell, CA	0:16.30
Josh Prewitt	New Braunfels, TX	0:16.30
Derek Redfearn	Vader, WA	0:16.30
Eddie Schluter	Loxahatchee, FL	0:16.30
M. Sutherland	Madison, NJ	0:16.30
Marek Wiacek	Kent, WA	0:16.30
Steve Blank	Waterford, PA	0:16.40
Shane Garza	Grand Haven, MI	0:16.40
Jonathan Loken	Seattle, WA	0:16.40
Tyler Mason	Seattle, WA	0:16.40
Matt Miner	Papillion, NE	0:16.40
Nathan Rugg	Montgomery, IL	0:16.40
Jeffrey Slemmer	Perkasie, PA	0:16.40
Bob Smith	Middletown, CT	0:16.40
J. Tirschmann	Manitouwadge, ON	0:16.40
Carlos Torres	Bronx, NY	0:16.40
Emilio Rossal	Los Angeles, CA	0:16.40
Kenny Wang	South River, NJ	0:16.40
C. Wilson	Bronx, NY	0:16.40
Bruno Bilodeua	Vimont, PQ	0:16.50
David Bushey	Washington DC	0:16.50
J. Schiefer	Cincinnati, OH	0:16.60
Chris Heise	Wyandotte, MI	0:16.70
Vince Daclan	Manteca, CA	0:16.80

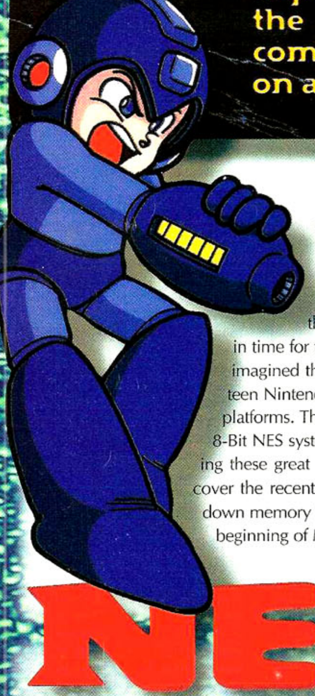
Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than July 10, 1997. The top qualifiers receive Super Power Stamps.

Include your Super NES or N64 in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

MEGA MAN™ THE DELUXE DATABASE

With Majesco's rerelease of Mega Man X for the Super NES, we knew it was time to give readers the complete Mega Man story, right down to complete charts showing which weapons to use on all the robots ever to take on the Blue Bomber.



The Eight-Bit Beginning

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Nearly ten years ago, on a cold day in December, the first Mega Man game arrived on store shelves just in time for the holiday season. At that time, no one could have imagined that this diminutive robot would go on to star in sixteen Nintendo games, including a soccer title, on three different platforms. The Blue Bomber has appeared in more games for the 8-Bit NES system than any other platform. We couldn't stop playing these great NES hits during our article research. So before we cover the recent Mega releases, we wanted to make a leap down memory lane and show you the significant foes at the beginning of Mega Man's illustrious career.

DR. COSSACK, A MYSTERIOUS SCIENTIST, HAS INVENTED

MR. X, THE SPONSOR OF THE TOURNAMENT, TOOK CONTROL OF THE ROBOTS AND BEGAN

TO TAKE OVER THE WORLD.
MEGAMAN: MR.X!! WHY!?

NES

MEGA MAN

Boss	Use	Reward
Cut Man	Regular	Cut Man
Guts Man	Regular	Guts Man
Elec Man	Cut Man	Elec Man
Ice Man	Elec Man	Ice Man
Fire Man	Ice Man	Fire Man
Bomb Man	Fire Man	Bomb Man
Rock Man	Elec Man	Rock Man
M. M. Clone	Regular	
Submarines	Reg+Guts Man	
Dr. Wily	Fire Man	

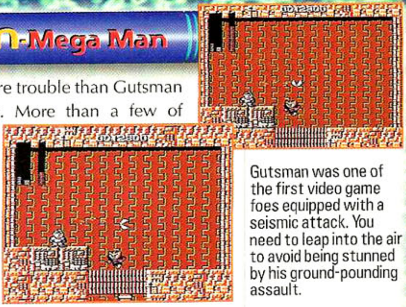
MEGA MAN II

Boss	Use	Reward
Bubble Man	Bullets/Q.Brang	Bubble Lead
Flash Man	Metal Blade	Time Stop+Item 3
Quick Man	Regular	Quick Boomerang
Metal Man	Regular	Metal Blade
Air Man	Regular	Air Shooter+Item 2
Crash Man	Air Shooter	Crash Bomberang
Heat Man	Bubble Lead	Atomic Fire+Item 1
Dragon	Regular	
Block Room	Regular	
Tank	Regular	
Crash Bomber	Crash Bomber	
Dr. Wily 1	Metal Blade	
Dr. Wily 2	Bubble Lead	

MEGA MAN III

Boss	Use	Reward
Top Man	Hard Knuckle	Top Spin
Snake Man	N. Cannon	Search Snake
Gemini Man	Search Snake	Gemini Laser
Needle Man	Gemini Power	N. Cannon+R. Jet
Shadow Man	Top Spin	S. Blade+R. Marine
Spark Man	Shadow Blade	Spark Shock
Magnet Man	Spark Shock	Magnet Missle
Hard Man	Magnet Missle	Hard Knuckle
Dr. Wily	Hard Knuckle	

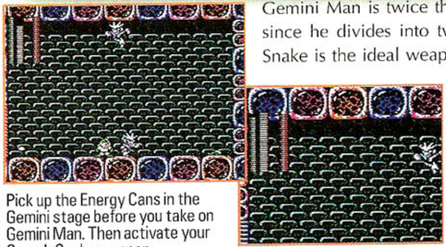
Guts Man-Mega Man



Only Dr. Wily gave players more trouble than Gutsman in the first Mega Man game. More than a few of Nintendo's original game counselors cut their teeth helping callers defeat him. The trick to crushing him is to leap into the air just before he uses his Earthquake attack, then return fire with your normal bullets.

Gutsman was one of the first video game foes equipped with a seismic attack. You need to leap into the air to avoid being stunned by his ground-pounding assault.

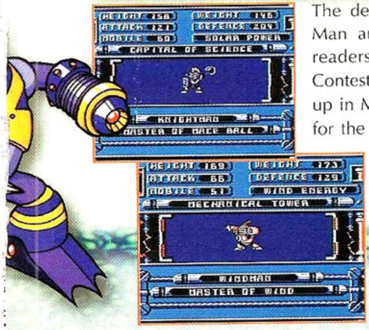
Gemini Man-Mega Man III



Gemini Man is twice the trouble for Mega Man since he divides into two enemies. The Search Snake is the ideal weapon to use on him. If you picked up the energy tanks on your way into the chamber, the odds are slightly in your favor. Stand on the left side of the room and blast away until Gemini splits for good.

Pick up the Energy Cans in the Gemini stage before you take on Gemini Man. Then activate your Search Snake weapon.

Knight Man & Wind Man-Mega Man VI



The design concepts for Knight Man and Wind Man are based on suggestions mailed in from readers for Nintendo Power's Robot Design Contest in Volume 44. The diabolical duo sprang up in Mega Man VI, the last Mega title produced for the NES. Mega Man's Mega-Buster will crush both of these characters, your main concern should be jumping over or evading their long range attacks.

MEGA MAN IV

Boss	Use	Reward
Toad Man	Drill Bomb	Rain Flush
Bright Man	Rain Flush	Flash Stopper
Pharaoh Man	Flash Stopper	Pharaoh Shot
Ring Man	Pharaoh Shot	Ring Boomerang
Dust Man	Ring Boomer	Dust Crusher
Skull Man	Dust Crusher	Skull Barrier
Dive Man	Skull Barrier	Dive Missle
Drill Man	Dive Missle	
Dr. C	Dust Crusher	
Dr. Wily 1	Mega Buster	
Dr Wily 2	Pharaoh Shot	

MEGA MAN V

Boss	Use	Reward
Wave Man	Mega Buster	Wave Cannon
Star Man	Wave Cannon	S. Crash+S. Arrow
Gravity Man	Star Crash	Gravity Hold
Gyro Man	Gravity Hold	G. Attack+R. Jet
Crystal Man	Gyro Attack	Crystal Eye
Napalm Man	Crystal Eye	Napalm Bomb
Stone Man	Napalm Bomb	Power Stone
Charge Man	Power Stone	Charge Kick
Pink Robot	Super Arrow	
Tank Robot	Wave Cannon	
Gray Robot	Crystal Eye	
Pillar Robot	Crystal Eye	
Dark Robot	Beat	
Circular Robot	Gyro Attack	
Dr. Wily 1	Mega Buster	
Skull Tank	Super Arrows	
Dr. Wily 2	Beat	

Mega Man Classifieds

Mega Man code collectors rejoice! Now you know where to find every Mega-code. Since 1988, Mega Man games have appeared two dozen times in Classified Information. While it took hours of digging through our collection, we managed to find all the references to the codes and tricks that have ever appeared in Nintendo Power.

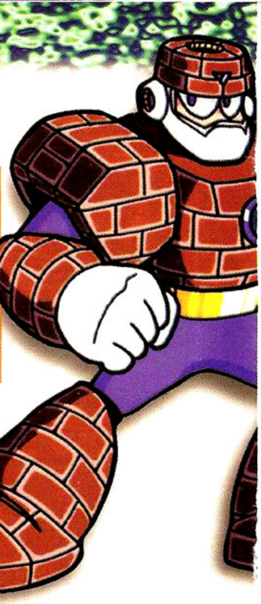
VOL.	GAME	PLATFORM
90	Mega Man X3	Super NES
90	Mega Man VII	Super NES
89	Mega Man X3	Super NES
89	Mega Man	Game Boy
87	Mega Man VII	Super NES
83	Mega Man X3	Super NES
79	Mega Man VII	Super NES
75	Mega Man X2	Super NES
72	Mega Man X2	Super NES
61	Mega Man X	Super NES
56	Mega Man IV	Game Boy
51	Mega Man III	Game Boy
50	Mega Man V	NES
28	Mega Man III	NES
27	Mega Man III	NES
25	Mega Man III	NES
24	Mega Man III	NES
22	Mega Man III	NES
12	Mega Man II	NES
11	Mega Man II	NES
10	Mega Man II	NES
9	Mega Man II	NES
8	Mega Man II	NES
4	Mega Man	NES

MEGA MAN VI

Boss	Use	Reward
Flame Man	Mega Buster	F. Blast+R. Power
Plant Man	Blizzard Att.	Plant B+Rush Jet
Tomahawk	Power Armor	Silver Tomahawk
Yamato Man	Mega Buster	Yamato Spear
Knight Man	Mega Buster	Knight Crush
Centaur Man	Mega Buster	Centaur Flash
Blizzard Man	Flame Blast	Blizzard Attack
Wind Man	Mega Buster	Wind Storm
Mr. X	Mega Buster	
Dr. Wily	Mega Buster	

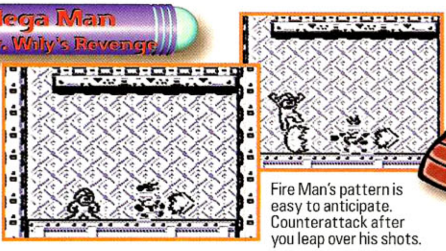
Dr. Wily Strikes Back

After four years of having his creations blown to bits on the NES, Dr. Wily sought revenge against the Blue Bomber on the Game Boy. Mega Man: Dr. Wily's Revenge blew into stores in December of 1991. The game was so popular that it was re-released five years later. Mega Man V is the first portable Mega Man title to feature Super Game Boy enhancements. Many stores still sell most of the games on these two pages.



Fire Man -Mega Man : Dr. Wily's Revenge

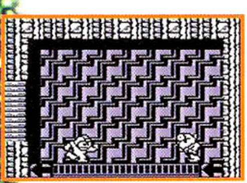
Fire Man has a burning desire to melt Mega Man's circuits. To defeat him, counterattack with a weapon from the opposite end of the thermometer. Five blows from Ice Man's Ice Slasher will douse Fire Man's explosive temper.



Fire Man's pattern is easy to anticipate. Counterattack after you leap over his shots.

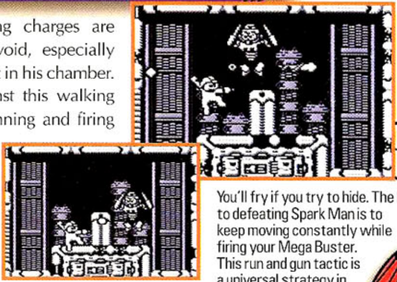
Metal Man -Mega Man II

Metal Man leaps when you shoot at him. His evasive strategy will work for you if you time your second shot so it hits him as he lands. Double your damage by activating your Clash Bombs.



Spark Man -Mega Man III

Spark Man's electrifying charges are tough for players to avoid, especially since there is no safe spot in his chamber. Your best defense against this walking sparkplug is to keep running and firing your Mega Buster continuously throughout the battle. Spark Man shorts out after you plug him six times.



You'll fry if you try to hide. The key to defeating Spark Man is to keep moving constantly while firing your Mega Buster. This run and gun tactic is a universal strategy in many Mega Man titles.

GAME BOY

MEGA MAN: Dr. Wily's Revenge

Boss	Use	Reward
Cut Man	P. Cannon	Rolling Cutter
Elec Man	Rolling Cutter	Thunder Beam
Fire Man	Ice Slasher	Fire Storm
Ice Man	P. Cannon	Ice Slasher
Heat Man	Bubble Lead	Atomic Fire
Flash Man	Ice Slasher	Time Stopper
Quick Man	Fire Storm	Q. Boomerang
Bubble Man	Q. Boomerang	Bubble Lead
Euker	P. Cannon	Mirror Buster
Dr. Wily's Tank	P. Cannon +Mirror Buster	

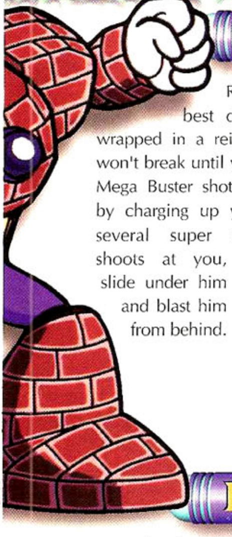
MEGA MAN II

Boss	Use	Reward
Clash Man	Normal Gun	Clash Bombs
Metal Man	Clash Bombs	Metal Blade
Wood Man	Metal Blade	Leaf Shield
Air Man	Leaf Shield	Air Shooter
Needle Man	Air Shooter	Needle Cannon
Magnet Man	N. Cannon	Magnet Missile
Hard Man	M. Missile	Hard Knuckle
Top Man	Hard Knuckle	
Quintet	N. Cannon	
Dr. Wily	Normal Gun	

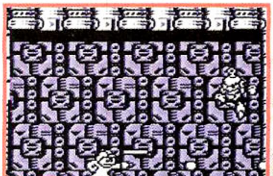
MEGA MAN III

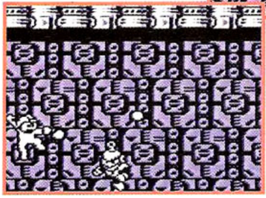
Boss	Use	Reward
Snake Man	Spark Shot	Search S.+R. Coil
Gemini Man	Search Snake	Gemini Laser
Shadow Man	Gemini Laser	Shadow Blade
Spark Man	Mega Buster	Spark Shock
Giant Suzy	Spark Shot Shadow Blade	
Dust Man	Mega Blaster	D. Crush+R. Jet
Dive Man	Dust Crush	Dive Missile
Drill Man	Dive Missile	Drill Bomb
Skull Man	Mega Buster	Skull Barrier
Punk	Mega Blaster	Screw Crusher
Dr. Wily 1	Mega Buster	
Dr. Wily 2	S. Crusher	

Ring Man-Mega Man IV



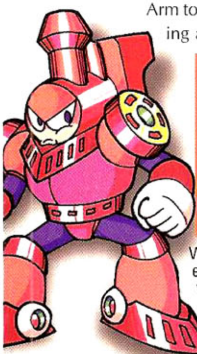
Ring Man's speed is his best defense, but he is also wrapped in a reinforced armor plate that won't break until you hit him with 25 to 30 Mega Buster shots. Increase your damage by charging up your gun and launching several super shots. As Ring Man shoots at you, slide under him and blast him from behind.



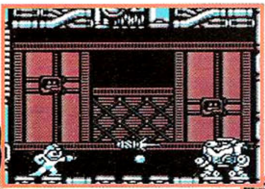


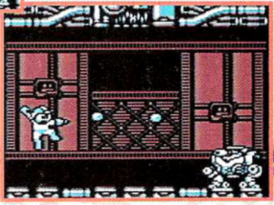
Counter Ring Man's ring flinging attacks with a sneaky slide under his jumps. Increase your damage on this well-rounded foe by powering up your Mega Buster before you shoot.

Mars Man-Mega Man V



Inspired by the god of war, Mars Man has hide armored with missiles and land mines. It takes only six shots from the Blue Bomber's Mega Arm to destroy this opponent, but you'll spend most of your ammo blasting away at his inbound missiles and bullets. To complicate matters, Mars Man deploys two land mines as he shoots. If you keep firing and moving, you'll live to see the armistice and march off the battlefield with the Photon Missiles.





While Mars Man's armor won't endure more than six blasts from your Mega Arm, you'll have to shoot your way past his missiles and bullets before you can inflict damage.

MEGA MAN IV

Boss	Use	Reward
Toad Man	Mega Buster	Toad Flush
Bright Man	Mega Buster	Flash Stopper
Pharaoh Man	Mega Blaster	Pharaoh Shot
Ring Man	Mega Buster	Ring Boomerang
Ballade Man	Mega Buster	
Crystal Man	Mega Blaster	Crystal Eye Power
Napalm Man	Mega Blaster	Napalm Bomb
Stone Man	Napalm Bomb	Power Stone
Charge Man	Power Stone	Charge Kick
Ballade II	Mega Blaster	Ballade Cracker
Gunner Eye	Mega Blaster	
Eyeball	Mega Blaster	
Giant Eyeball	Mega Blaster	
Dr. Wily	B. Cracker	

MEGA MAN V

Boss Man	Use	Reward
Mercury Man	Mega Arm	Grab Buster
Venus Man	Mega Arm	Bubble Bomb
Mars Man	Mega Arm	Photon MIssle
Neptune Man	Mega Arm	Salt Water
Pluto Man	Grab Buster	Break Dash
Jupiter Man	Bubble Bomb	Electric Shock
Uranus Man	Mega Arm	Deep Digger
Saturn Man	Electric Shock	Black Hole /R. Jet
Fish Man	Mega Arm	
Pogo Man	Mega Arm	
Spiky Man	Mega Arm	

Mega Cover Stories

Mega Man games have made the cover of Nintendo Power Magazine four times. When you consider that Kirby has made the cover once and the combined Kong clan made the grade five times, it becomes apparent that the Blue Bomber is a Mega-superstar in video game industry.

Volume 7
Mega Man II
NES

Mega Man's first cover story was the July/August, 1989, issue of Nintendo Power. A 16-page review revealed all.

Volume 20
Mega Man III
NES

The Blue Bomber reappeared with his new pal, Rush the Robodog, on the January cover of Nintendo Power in 1991.

Volume 27
Mega Man: Dr. Wily's Revenge
Game Boy

In 1991, Mega Man in Dr. Wily's Revenge was the second Game Boy game to land on Power's cover. Tetris was first.

Volume 56
Mega Man X
Super NES

Mega Man X marked the spot on the January, 1994, issue of Nintendo Power. The Bonus Issue featured a silver cover.

Boss Man	Use	Reward
Ox Man	Photon Missile	
Giant Fists	Mega Arm	
Alarm Clock	Bombs - Make 6 and detonate them	
Dr. Wily	Mega Arm	
Sunstar	Spark Chaser	

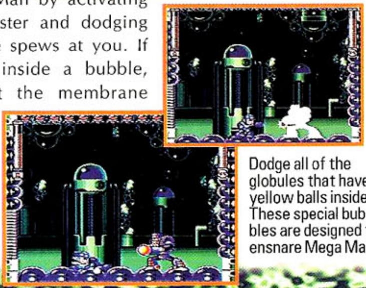
Mega Man Super Sized

Maverick Hunter X and Zero. Dispatch!!

As Mega Man moved to a new Nintendo system, the Blue Bomber was redesigned and updated to the X series. Released in January 1994, Mega Man X was the first Mega Man game for the Super NES. White haired Dr. Wily made one 16-bit appearance in Mega Man VII, but the later Super NES Mega Man games centered on a more serious nemesis: a titanic tyrant named Sigma.

Burst Man-Mega Man VII

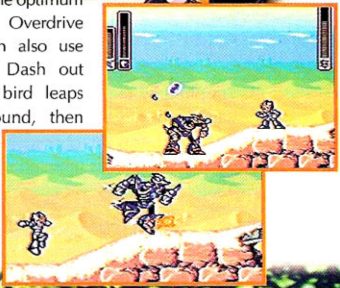
Deflate Burst Man by activating your Mega Buster and dodging the bubbles he spews at you. If he traps you inside a bubble, blast away at the membrane before you float up into the spikes jutting from the chamber ceiling.



Dodge all of the globules that have yellow balls inside. These special bubbles are designed to ensnare Mega Man.

O. Ostrich-Mega Man X2

The Crystal Hunter is the optimum ordnance to aim at Overdrive Ostrich, but you can also use your X-Buster gun. Dash out of the way as the bird leaps out of the background, then spin toward the Ostrich and blast away as he charges at you.



Super NES

MEGA MAN VII

Boss	Use	Reward
Burst Man	Mega Buster	D. Wrap
Cloud Man	Danger Wrap	Thunder Bolt
Junk Man	Thunder Bolt	Junk Shield
Freeze Man	Junk Shield	F. Cracker

ROBOT MUSEUM

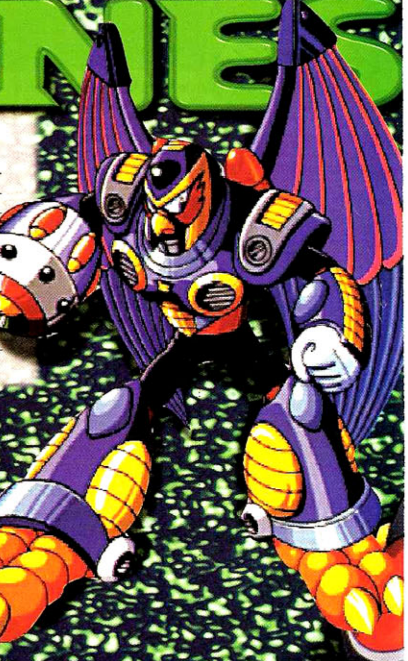
Jester Robot	Mega Buster	
Slash Man	F. Cracker	Slash Claw
Spring Man	Slash Claw	Wild Coil
Shade Man	Wild Coil	Noise Crush
Turbo Man	Noise Crush	Scorch Wheel

MEGA MAN X2

Boss	Use	Reward
Giant Robot	X-Buster	None
Wire Sponge	Sonic Slicer	Striker Chain
Wheel Gator	Striker Chain	Spin Wheel
Bubble Crab	Spin Wheel	Bubble Splash
Crystal Snail	Magnet Mines	Crystal Hunter
Flame Stag	Bubble Splash	Speed Burner
Morph Moth	Speed Burner	Silk Shot
O. Ostrich	Crystal Hunter	Sonic Slicer
M. Centipede	Silk Shot	Magnet Mines

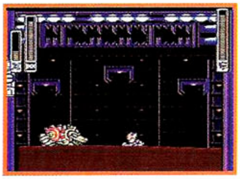
MEGA MAN X3

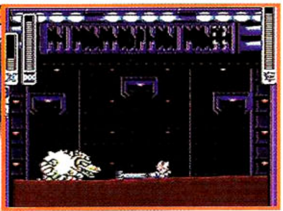
Boss	Use	Reward
Large Robot	Mega Buster	Access
Neon Tiger	Mega Buster	Ray Splasher
G. Beetle	Ray Splash	Gravity Wheel
Blast Hornet	G. Wheel	Parasitic Bomb
B. Buffalo	P. Bomb	Frost Shield
C. Catfish	Frost Shield	Triad Thunder
C. Crawfish	Triad Thunder	Spinning Blade
T. Seahorse	Frost Shield	Acid Burst
Tunnel Rhino	Acid Burst	Tornado Fang
Sigma	Mega Buster	



Wheel Gator-Mega Man X2

Wheel Gator is mucking around in the red goo in the Dinosaur Tank Stage. Hang on a wall until Gator shoots his spiked wheels at you. Jump off the wall to avoid his wheels, then leap back up and wait for Gator to surface. Stand close to him when he fires his blades, then use your Striker Chain or X-Buster before retreating to the wall. Avoid standing in the liquid too long or Wheel Gator will grab you and drag you off into the murky goo.

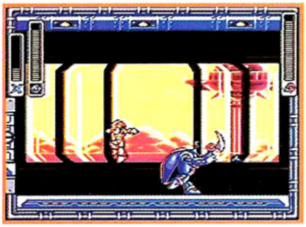


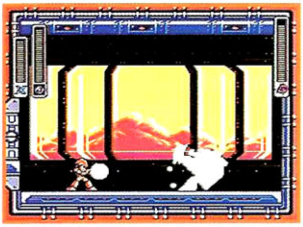


Don't go off the deep end. Avoid lingering in the red goo unless you see Wheel Gator on the surface. This mechanized reptile is invincible whenever he's flashing and shooting bullets at you.

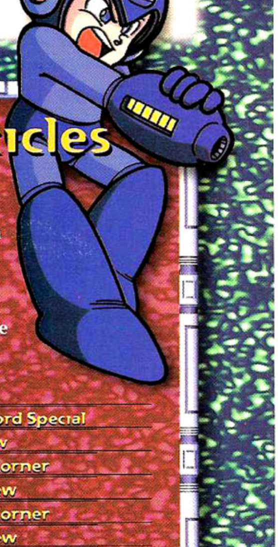
Gravity Beetle-Mega Man X3

Blast Gravity Beetle with the Ray Splash, then climb the chamber walls to avoid the bolts of electricity he'll fire at you. As the beetle skitters toward you, climb up the wall and leap over him. Shoot at the insect again, but remember that the beetle is invincible whenever he is flashing. As you knock down the bug's life line, he'll activate his Gravity Well weapon. If you jump too high you'll be sucked into the well. Keep firing until the insect is smashed flat.





To defeat the Gravity Beetle, you'll have to hit him nearly 20 times with the Ray Splash. Spring off the wall and over the beetle as he charges at you. Once you're behind him, you can spin around and shoot him in the back. The bug is invincible whenever he is flashing.



Super NES Articles

Looking for a way to nab an out-of-reach Energy tank? Are you thoroughly befuddled by the Sigma Enigma? If you have a question on a Super NES Mega Man title, there's probably an answer in Nintendo Power. Check out the articles listed below.

VOL.	GAME	ARTICLE
83	Mega Man VII	Power Password Special
77	Mega Man VII	4-Page Review
60	Mega Man X	Counselors' Corner
56	Mega Man X	10-Page Review
71	Mega Man X2	Counselors' Corner
69	Mega Man X2	10-Page Review
96	Mega Man X3	Counselors' Corner
86	Mega Man X3	Beat the Boss
81	Mega Man X3	10-Page Review

X Marks the Mega Hit

Mega Man X is the first—and one of the best Blue Bomber Paks—to appear on the Super NES. This title combines a compelling plot with tough baddies to create a Mega-masterpiece. Since gamers who have never played a Mega Man title might feel a little out-gunned, we've included strategies for six of the roughest robots early in the game. As an added bonus, the chart at the bottom of this page lists the best weapons to use on every boss in the game. Look for this title in stores again this summer.

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NOM ENGINEER WORK SYSTEM
Model CPS-9204

Copyright (c) 2105,2109,2114
NOM Corporation
All Rights Reserved

real  mem = 8192 TB
avail mem = 32768 TB

primary data cache  : 512KB
primary inst.cache  : 768KB
secondary cache     : 32768K

login: Dr.CAIN
code : ******

>device -dv1 -a

reading "M.X.S."
reading "BD-E"
```

```
MEGAMAN X
SPECIFICATION

"HEAD" IS
EQUIPPED WITH:

Broad-range
Eye Camera

Ultra-sensitive
Voice Recogni-
tion System

Voice Genera-
tion System
made by HAYATOM
Inc.
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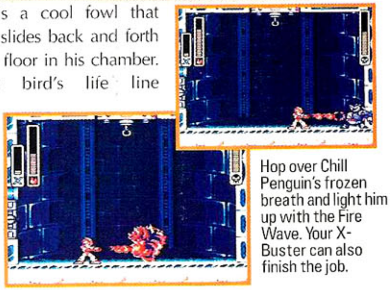
Chill Penguin

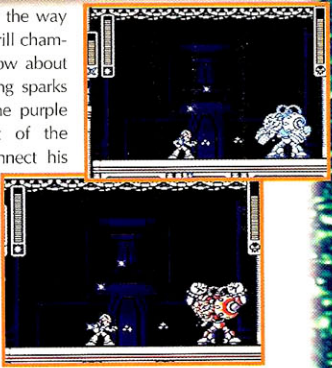
Chill Penguin is a cool fowl that exhales ice and slides back and forth along the frozen floor in his chamber. Light up the bird's life line with the Fire Wave weapon, then jump to evade his breath attacks and slick charges.



Hop over Chill Penguin's frozen breath and light him up with the Fire Wave. Your X-Buster can also finish the job.

Spark Mandrill

If you've made it all the way into the Spark Mandrill chamber, you already know about avoiding the shocking sparks of energy. Dodge the purple bolts shooting out of the Mandrill and disconnect his plug with a dozen bursts from your Shotgun Ice gun.



MEGA MAN X

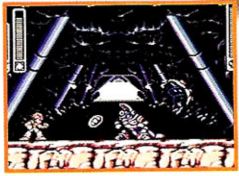
Boss	Use	Reward
F. Mammoth	X-Buster	Fire Wave
Chill Penguin	Fire Wave	Shotgun Ice
S. Mandrill	Shotgun Ice	Electric Spark
A. Armadillo	Electric Spark	Rolling Shield
L. Octopus	Rolling Shield	Homing Torpedo
B. Kuwanger	H. Torpedo	Boomerang Cutter
S. Chameleon	B-rang Cutter	Chameleon Sting
Storm Eagle	C. Sting	

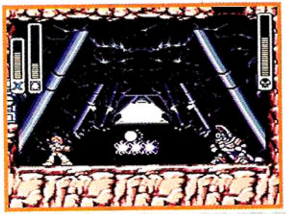
Sigma Foretress Bosses

Purple Robot	X-Buster
Vile (P. Ninja)	Homing Torpedo
Boomer K. II	Homing Torpedo
Spider	X-Buster
C. Penguin II	Firewave
Storm Eagle II	Chameleon Sting
Wall Face	Chameleon Sting
Armored A. II	Electric Spark
Sting C. II	Boomerang Cutter
S. Mandrill II	Shotgun Ice
L. Octopus II	Rolling Shield
F. Mammoth II	Storm Tornado
Skull Tank	Boomerang Cutter
Robotis Dog	X-Buster
Sigma	Electric Spark
Huge Robot	Rolling Shield

Armored Armadillo

You'll need only 14 charges from the Electric Spark beam to fry Armored Armadillo. You can also charge up your X-Buster and obliterate him with a few extra blasts. Hop up on the walls of the chamber as the mechanized beast charges at you, then spring for the other side of the room and resume shooting. After you defeat Armored Armadillo, you'll earn the protective power of the Rolling Shield.

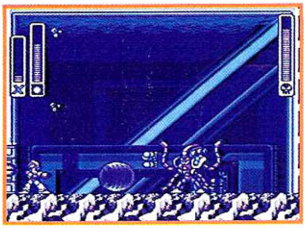


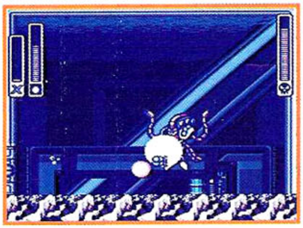


Unleash the Electric Spark on Armored Armadillo until he charges. As the beast closes in, leap up on the wall and spring for the other side of the room. Resume the battle as soon as your feet touch the floor.

Launch Octopus

You'll need the Rolling Shield you earned from Armored Armadillo to defeat Launch Octopus. If you have the Weapon Power-Up from *Flame Mammoth's stage, the Rolling Shield is ideal as a weapon or* as a protective device. Quickly tap the Y Button to shoot the shield at Octopus, then leap to evade his torpedoes. You can also eliminate the torpedoes with your X-Buster weapon. The Launch Octopus will surrender his Homing Torpedoes when you sink him with a dozen shield blasts.

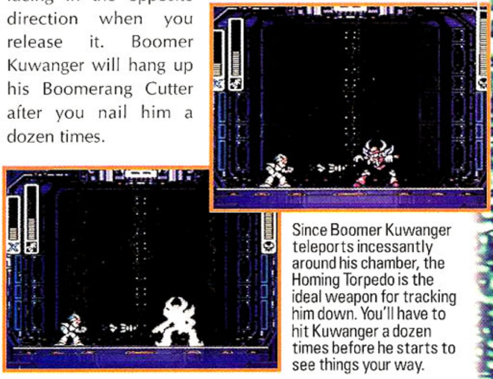




You can use your X-Buster to blast away inbound homing torpedoes, but you want to save your Rolling Shield energy for Launch Octopus. You can power up your Rolling Shield and other special ordnance after you grab the Weapon Power-Up canister inside the Flame Mammoth stage.

Boomer Kuwanger

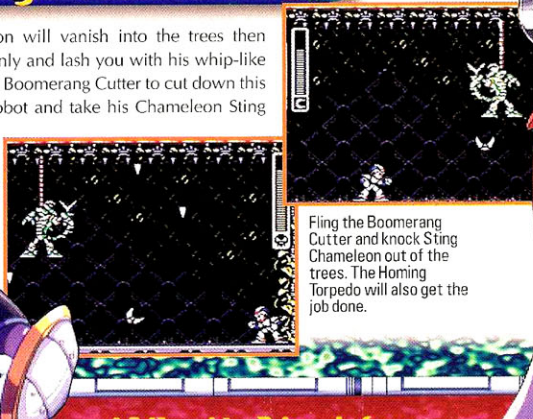
Boomer Kuwanger is a stealthy robot that teleports around his chamber while hurling his boomerang at you. Since he's constantly on the move, the best weapon to use against the warped menace is the Homing Torpedo. Homing Torpedoes can track down a target, even if you're facing in the opposite direction when you release it. Boomer Kuwanger will hang up his Boomerang Cutter after you nail him a dozen times.



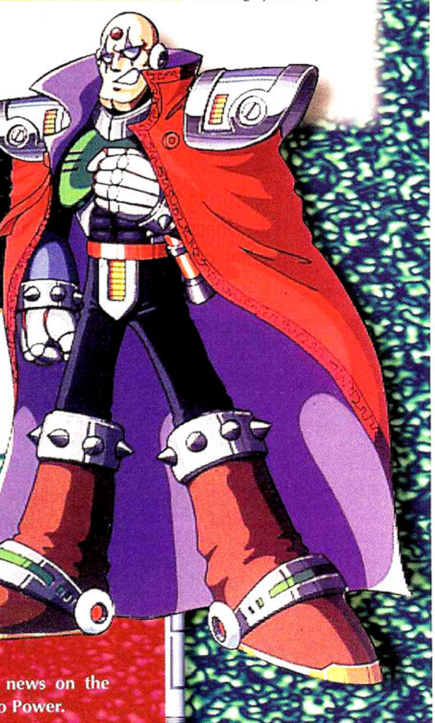
Since Boomer Kuwanger teleports incessantly around his chamber, the Homing Torpedo is the ideal weapon for tracking him down. You'll have to hit Kuwanger a dozen times before he starts to see things your way.

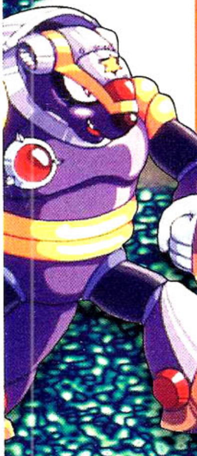
Sting Chameleon

Sting Chameleon will vanish into the trees then reappear suddenly and lash you with his whip-like tongue. Use the Boomerang Cutter to cut down this sneaky green robot and take his Chameleon Sting weapon.



Fling the Boomerang Cutter and knock Sting Chameleon out of the trees. The Homing Torpedo will also get the job done.

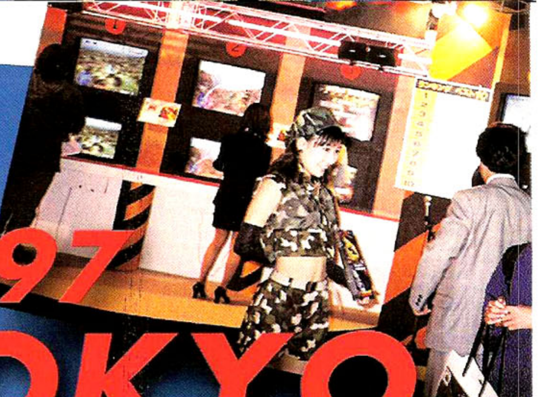


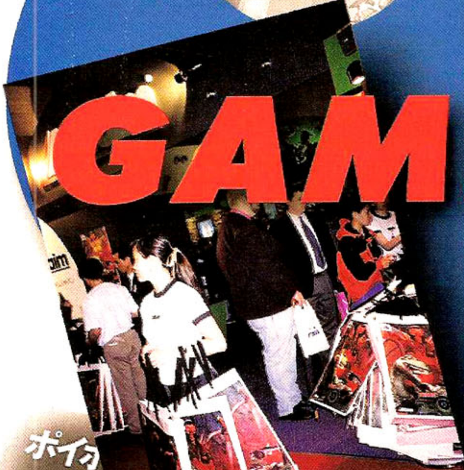


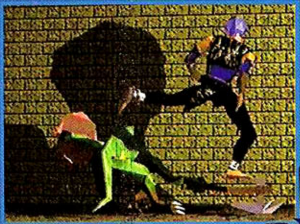
What's Next for the Blue Bomber?

Will Sigma return for a rematch? Is Wily gone for good? It's too early to tell if something Mega is in the works, but if there's breaking news on the Blue Bomber, you know you'll find it in Nintendo Power.

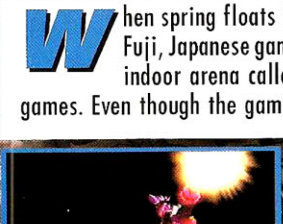
1997 TOKYO GAME SHOW

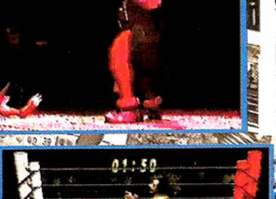


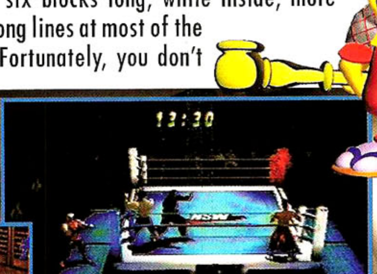


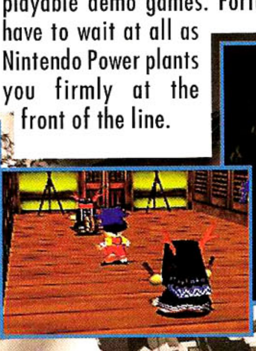


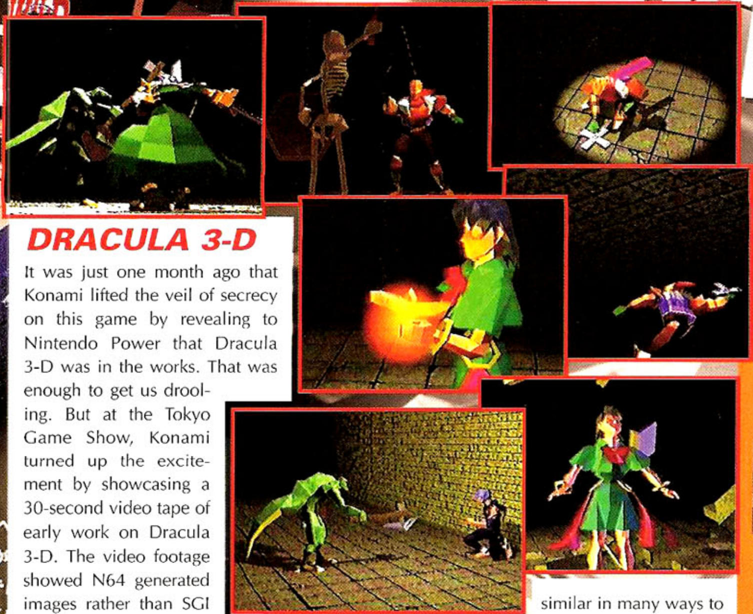
When spring floats in the air and cherry blossoms bloom on the slopes of Mt. Fuji, Japanese gamers turn their backs on all that nature and flock to a huge, indoor arena called the Tokyo Big Site for a chance to play the latest video games. Even though the gaming expo introduced only a few N64 games, the appearance of Dracula 3-D from Konami and Ultra Battle Royal from Asmik were worth the price of admission. As for the crowd, dedicated gamers waited in lines six blocks long, while inside, more gamers waited in more long lines at most of the playable demo games. Fortunately, you don't have to wait at all as Nintendo Power plants you firmly at the front of the line.









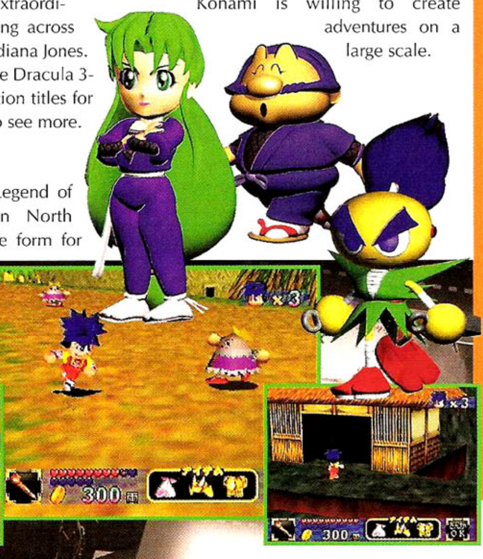


DRACULA 3-D

It was just one month ago that Konami lifted the veil of secrecy on this game by revealing to Nintendo Power that Dracula 3-D was in the works. That was enough to get us drooling. But at the Tokyo Game Show, Konami turned up the excitement by showcasing a 30-second video tape of early work on Dracula 3-D. The video footage showed N64 generated images rather than SGI pictures, suggesting that Konami has been working on the game for a while. The animated scenes in the video tape show four central characters. Apparently, you can switch between characters, transform characters or use different characters in different stages. We also noted several standard weapons used by the Belmont clan, namely the whip and boomerang, and a few new weapons such as swords and a magical ball of fire that is thrown at enemies. Character moves included an extraordinary off-the-wall leap and swing across chasms using the whip. Very Indiana Jones. From this early peek, it looks like Dracula 3-D will be one of the hottest action titles for the N64. We can hardly wait to see more.

GOEMON 5

Goemon 5, tentatively titled Legend of the Mystical Ninja here in North America, appeared in playable form for the first time ever at the Tokyo Game Show even though it was still less than 50% complete. At first glance, the game seems similar in many ways to Super Mario 64, but there is a wider variety of action, including a shooting mode and a choice of several characters to control. The action requires a mix of dexterity for getting through platform stages and fighting skills to best your enemies. At one point, you even have to roller skate through a dangerous stage while wielding a huge mallet. Goemon is rich and highly detailed, attesting to Konami's skill with 3-D environments. The game also shows that Konami is willing to create adventures on a large scale.



魔法聖紀
エルテイル
ELTALE

Although our primary focus was on the newly announced games at the show, many of the players were there to test games that have been in the works for some time. Several of the titles, such as Rev Limit and Wild Choppers, were on display at Shoshinkai last November. Neither of these titles was completed for the Tokyo Game Show, but both were getting much closer. In Wild Choppers, players could test the Score Attack mode, which is more of an arcade style challenge than the Mission mode. Seta's full 3-D environments give pilots a lot of area in which to hunt down their prey, with the use of fog effects making the areas seem even larger than they are in reality. Play Control might take some getting used to, but nobody ever said flying a combat chopper was going to be easy. Players could take the wheel of Seta's road racing title, Rev Limit, as well. The cars and scenery look impressive at this stage (approximately 80% complete) and Seta promises to pump up the sense of speed. Neither of these games has been scheduled for release in North America at this time, but it seems likely that Seta will sell the publishing rights to another company before the end of the year.

Konami didn't stop with the announcement of Dracula 3-D. A Konami brochure also mentioned a fighting game, tentatively called Battle Dancers. Pictured in cartoon form were eight fighters, ranging from school girls to muscle men. The rest of Konami's lineup included J League Perfect Striker and Powerful Pro Baseball (both already released) and Mahjong Master. In addition to Multi-Racing Championship (covered elsewhere in this article) Imagineer also showed its offerings to the twin gods of soccer and mahjong in the forms of J-League Dynamite Soccer and Mahjong Hourouki Classic. Although Culture Brain didn't demo its previously unannounced fighting game, it did put a picture of the game characters in the comprehensive show guide.

THE CREATORS SPEAK OUT

On "Creator's Day" at the Tokyo Game Show, some of Japan's top game designers joined in a panel discussion, which included Shigeru Miyamoto from Nintendo, Yu Suzuki of Sega (creator of the Virtua Fighter series), Yoshiki Okamoto of Capcom (designer of Street Fighter 2 and Darkstalkers) and Koichi Nakamura of Chun Soft (programmer of Dragon Quest). Here are some highlights from the discussion, especially the answers from Mr. Miyamoto.

MC: Can you tell me about your primary focus in game development?

Mr. Miyamoto: *My background is in industrial design. When I'm developing a game, I always think about how to surprise people. When I was a young boy, I used to set traps on the door to my room when I left for school. My mother was always surprised by them when she opened the door! It's important to me that people be surprised when they look at my products.*

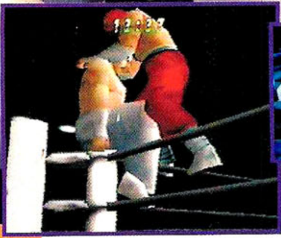
MC: I guess you must have been under extreme pressure when you were developing Super Mario 64. Failure was not an option.

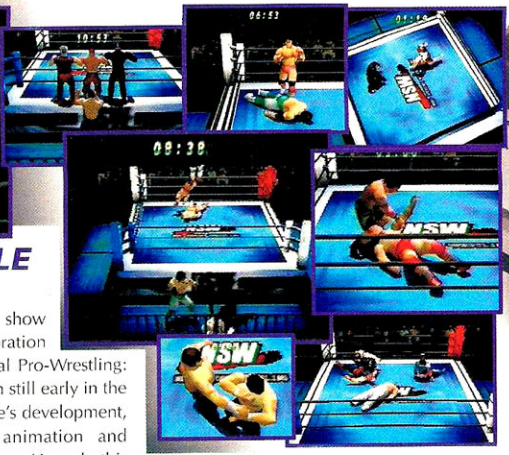
Mr. Miyamoto: *Developing that game, I had a new tool, the Nintendo 64, and I was only thinking about creating the best thing possible using that tool. I was more worried that people would complain that we were just developing another game in a series. That was the kind of pressure I was feeling. Since I am not a good game player, I try to create a game that even I can play. Eventually this concept makes my product different from others.*

When I started to work at Nintendo, Space Invaders *had already been released. My challenge was to create something more interesting than video games. That is still my challenge because I still have not made something like that yet! Last year, I was shocked by the success of the "Tamagotchi" [the small electronic pet created by Bandai], because I had a similar idea that was actually in development However, our product required a player to sit down in front of a TV, so there was no way it could compete with Tamagotchi. I would like to plan products in a wider variety of categories. By the way, as for my hobbies, I like to take walks, so I don't use a taxi much. I also like to practice swimming and playing guitar.*

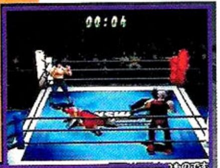
MC: Can we say that you had a lot of involvement with Star Fox 64?

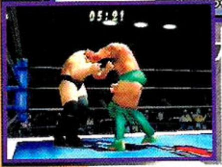
Mr. Miyamoto: *Yes, you can. Originally, I was supposed to take the position of*





ULTRA BATTLE ROYAL

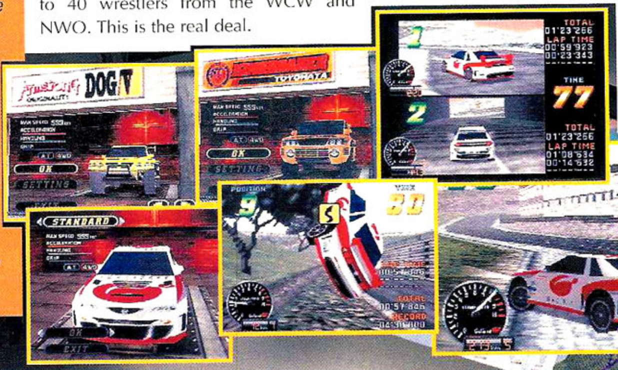




The biggest surprise of the show came from Asmik Corporation with the unveiling of Virtual Pro-Wrestling: Ultra Battle Royal. Although still early in the game's development, the animation and camera AI made this playable wrestling demo look very smooth. (As with Drac 3D, our screen grabs were taken from a video tape Asmik gave us, so the actual game looks considerably sharper and brighter.) But the great wrestling moves, dives, holds, stomps and throws can't be denied! Asmik is not faking it. Supposedly 80 fighters can be used in Ultra Battle Royal, not to mention as many as a thousand moves. The wrestlers move realistically, but then perform such stunning feats as full back layouts from the top of the rope to flatten opponents. That may seem pretty incredible, but get this: four players can thrash each other at the same time or play tag team matches. The action takes place on the mat, on the ropes, and outside the ring altogether. The best news of all is that this game will appear in North America as THQ's WCW, featuring 30 to 40 wrestlers from the WCW and NWO. This is the real deal.

MULTI RACING CHAMPIONSHIP

Racing fans had their hands full when they took the controls of Imagineer's very playable Multi Racing Championship. Realistic courses, shortcuts, obstacles, as well as varied road surfaces, changing weather conditions and both day and night driving made MRC a full racing experience. The cars handled well, but the real excitement came from the branching tracks and the snap decisions that had to be made. Some branching tracks were shortcuts, but if the roads were unpaved they weren't always faster. We drove on asphalt, gravel and even snow. In one area, the road is covered with water from a waterfall that covers the entrances to several tunnels, one of which you must choose. With all this variety in the tracks, skilled driving and knowledge of each course plays a big part in winning races. Since the show, we have learned the biggest news yet with regard to MRC, and that is that Ocean of America will publish this title in North America. Ocean hopes to have the finished game in time to make a scheduled July release.



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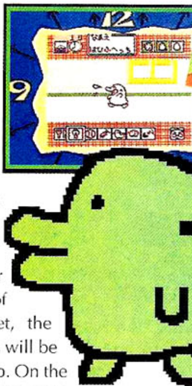
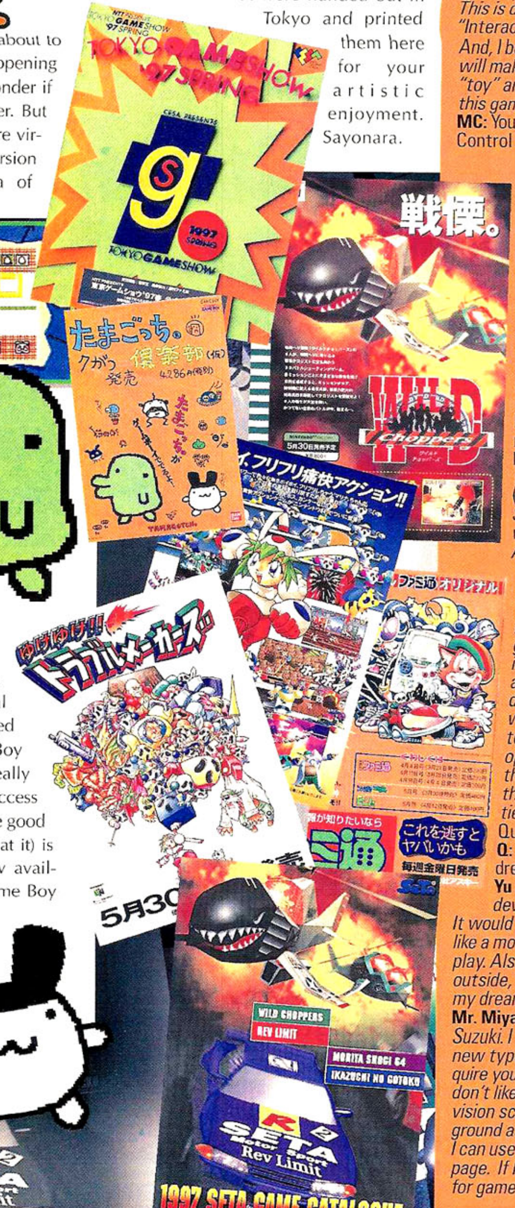
WHAT'S BANDAI HATCHING?

The latest craze in Japan has to do with virtual chickens, and that madness is about to encompass Game Boy. From an opening sentence like that you may well wonder if the madness has spread even farther. But Bandai hopes to captivate even more virtual pet owners with a Game Boy version of its hit, Tamagotchi. The idea of Tamagotchi is that you hatch a little video egg, which turns into a chick. After you diligently feed the young bird, it grows up into one of several different forms. The idea is that the better you take care of your virtual pet, the better the results will be when it grows up. On the downside, if you forget to feed your bird, it will not survive, in which case you have to start over with a new egg. In Japan, Bandai has marketed Tamagotchi in several forms including tiny, key chain-sized units. With the advent of the Game Boy version of the product (we can't really call it a game) the birds will have access to improved graphics and sound. The good news (depending on how you look at it) is that the original Tamagotchi is now available in North America. Can the Game Boy version be far behind?



ART ON THE FLOOR

Trade shows and expos are known for their colorful brochures, and Japanese shows are perhaps the brightest of them all. We've collected some of the materials that were handed out in Tokyo and printed them here for your artistic enjoyment. Sayonara.



"Producer" on this game, but I really got involved in the actual game development in the second half of the development cycle. I am most proud of the cinematic feeling of this game, in that players feel like they are seeing a movie as they play. This is different from the so-called "Interactive Movies" that are out there. And, I believe that the Rumble Pak will make this game feel more like a "toy" and will expand the audience of this game.

MC: You seem to rely heavily on the Control Stick in Star Fox 64.

Mr. Miyamoto: *Yes. As you could see on the video, you can do a variety of aerial maneuvers and "somersaults" in Star Fox 64. These moves are controlled by the N64 Control Stick. There is a mission where you need to dog fight with over one hundred flying enemies, and using these somersaults is very fun! I'm really happy with some of the new N64 titles that make good use of the N64 Control Stick, like Turok.*

MC: When will Zelda be released?

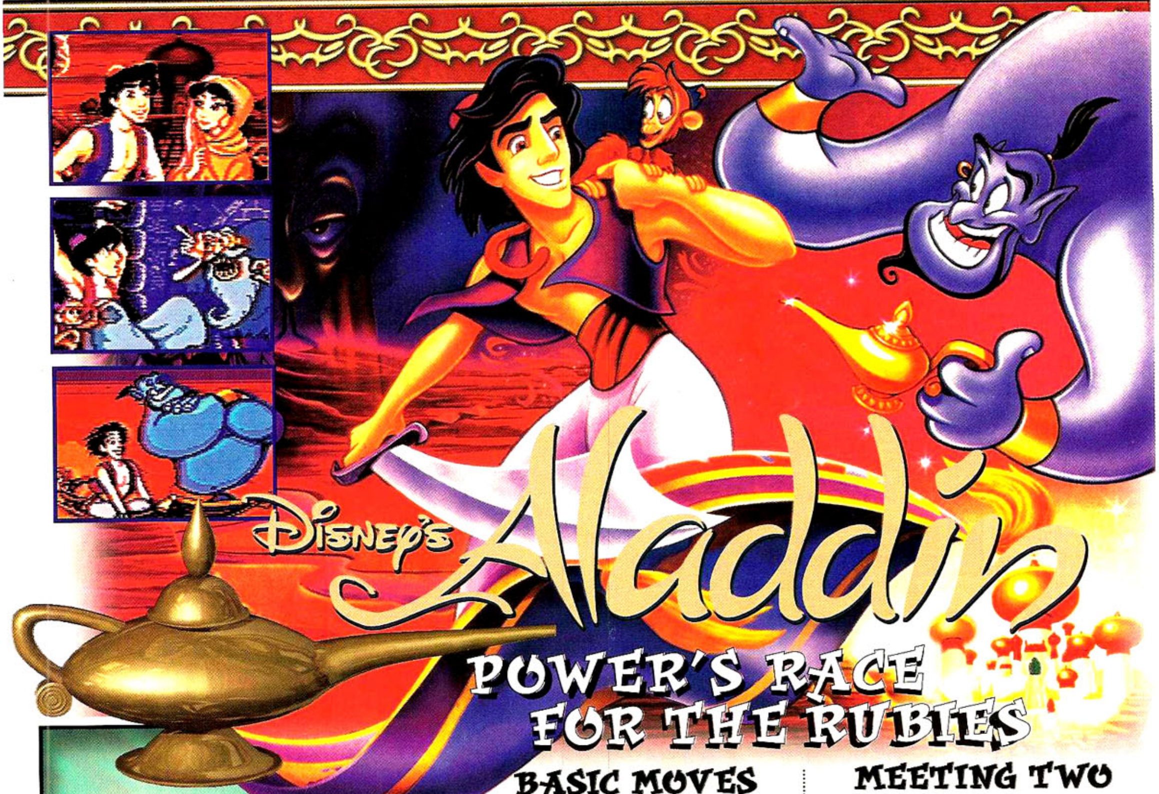
Mr. Miyamoto: *You promised me you wouldn't ask that question!* (Laughs) *I want you to ask Mr. Suzuki when Virtual Fighter 3 will be available for Saturn! Anyway, development on Zelda 64 is going very well. We will release the game as a cartridge first. We made that decision because the playability of this game is more important than incorporating a writable feature at this time. However, the 64DD development is also going very well. I think you'll have a chance to play it this fall. We are developing some interesting games that will take full advantage of the system's writable capabilities.*

Questions from the audience:

Q: What sort of game do you dream of making?

Yu Suzuki: *I am interested in developing a real interactive movie. It would have high quality graphics, just like a movie, with sophisticated game play. Also, you would be able to play outside, with multiple players! This is my dream.*

Mr. Miyamoto: *I partly agree with Mr. Suzuki. I would like to come up with a new type of game which does not require you to sit in front of a television. I don't like the dimensions of current television screens. I also have some background as a comic book artist. In comics, I can use different layouts on every page. If I could use a similar technique for games, it could be very exciting.*



Disney's Aladdin

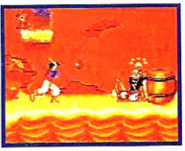
POWER'S RACE FOR THE RUBIES

Disney's Aladdin is being rereleased, and while video game technology has made great strides during the four years since the magical adventure first came out for the Super NES, it still holds its own with its vibrant animation and thrilling flights of fancy and fun that rival its big screen inspiration.

BASIC MOVES

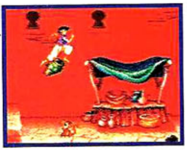
Disney's Aladdin sports superb play, enabling you to flip, run, dash and perform a handful of athletic acrobatics.

Apple Toss



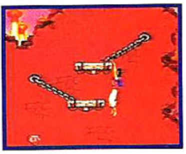
Hit the A Button to hurl apples at foes. With good aim, an apple can either defeat a small enemy or temporarily knock out a large enemy.

High Jump



Jars, people's heads, or other obstacles act as springboards to boost your jumps. Bounce off objects to launch yourself higher into the air.

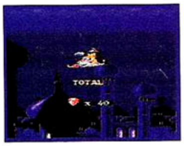
Hangin'



Sometimes, the best things come to those who hang around. Dangling from ledges may be the best way to avoid foes or reach a bonus item.

MEETING TWO ENDS

Disney's Aladdin is meant for true adventurers, and only the best will earn the special ending. You'll become quite the jewel collector on your journey, but only a collection of at least 70 Rubies will win you the surprise finale. To view it, go out of your way to collect as many Rubies as possible (you'll need about nine per level). Take on our challenge, and, with our tips, you can prove that you're the true master of the lamp.



In the end, Aladdin saves Agrabah, but a special ending is in store for you if you nab 70 Rubies.

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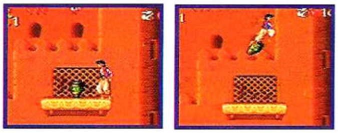
THE MARKETPLACE

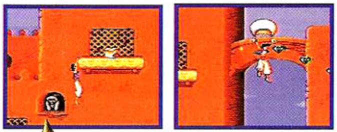
1-1 Jump for the Gem

At the first arch, grab the peg to make a swinging leap to the right, then face left while in mid-air to reach the ledge above. Hop off the Jar to catapult yourself up to the floating Ruby.



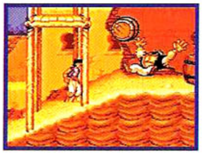
Snagging the Rug

The Rug slows Aladdin's falls by acting as a parachute. Claim it by leapfrogging off the window gazers' heads to the top ledge, then glide through the air by hitting the R Button after leaping.



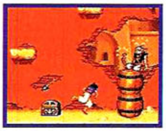
1-2 Avoid Barrels

The henchman will toss a barrel at you, so briefly knock him out with an apple and jump over the barrel. You can also drop on top of him from the scaffolding, and, if you land on his head, he'll not only break his barrel, but he'll be defeated, too.



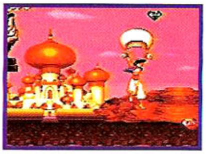
Bonus Chicken

Which comes first, the chicken or the enemy? Before opening the chest to get the chicken, hurl an apple at the thug sitting on the barrels—you'll knock him out long enough to nab the chicken that will fully restore your Health Meter.

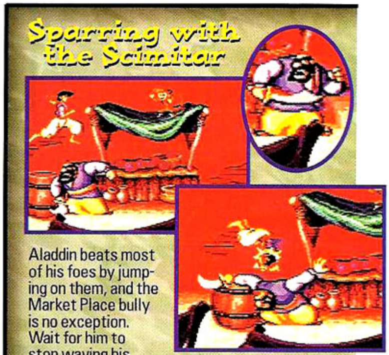


1-3 In the Sky with Diamonds

If you slide down the second rope, you won't be able to grab the last red gem. Instead, leap from the platform below the rope and parachute your way to the gem.



Sparring with the Scimitar

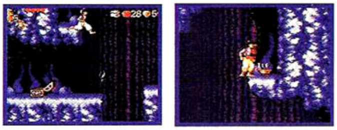


Aladdin beats most of his foes by jumping on them, and the Market Place bully is no exception. Wait for him to stop waving his scimitar, then leap off the barrel onto his head. He'll wildly wield his scimitar again, so seek safety behind the barrel or on top of the canopy. If you pounce on his head four times, you'll free Jasmine from her captor.

THE CAVE OF WONDERS

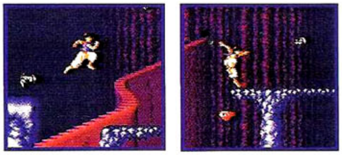
2-1 The 1-up Lamp

It's easy to miss the 1-up Lamp, since it's hidden high out of view. Reach it by hopping on a bat and vaulting to the ledge above the chest. Open the Rug to float to the right to claim your bonus.

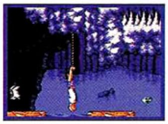


Right off the Bat

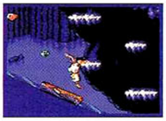
Rather than throwing apples at the bats, jump on top of them—you'll not only conserve your arsenal, but you'll also be able to discover and reach many of the gems suspended high above.



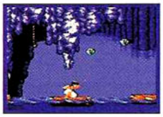
2-2 Riding the River



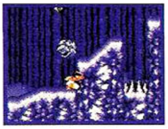
1 The rope will open the gate blocking your way, but when you tug it, you'll be hanging in the bats' flight path. Before grabbing the rope, clear the way of all oncoming bats.



2 Be careful when jumping for the gems, or else your raft might float out from under you. Avoid a water landing by leaping from the right edge of your raft and using your Rug.

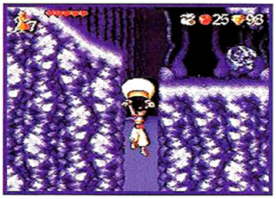


3 Grab on to the hanging rope to raise the stalactite gate. The barrier will slowly lower, so quickly jump back onto a raft and duck as you pass through the temporary opening.

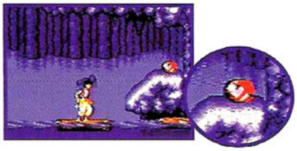


4 Beware of falling rocks! Boulders tumble toward you as you ascend the slopes of the cave. Swiftly hurdle over them or safely duck behind ledges to let the rocks to roll by.

Have a Heart



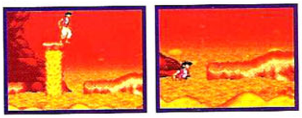
Add a Heart to your Health Meter by fanning out your Rug and parachuting down this hole. Land on a raft, then float to the right abutment. Once you've won the cave's Heart, run upstream, leaping from raft to raft, until you can climb back up to the main channel.



ESCAPE FROM THE CAVE

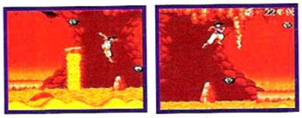
3-1 The Lava Lift

Geysers launch the floating platforms into the air. Ride a platform to reach high gems, but be ready to jump off, because once its jet stream sputters out, it will sink into the lava.



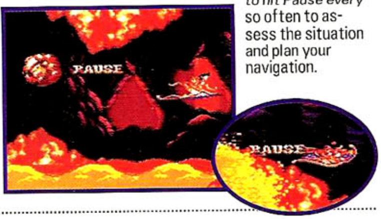
Keep Hoppin'

If you move too far right, you won't have anywhere to go in the left-scrolling tunnel. You can't rest on the stalagmites, so keep jumping until a new landing spot scrolls by.

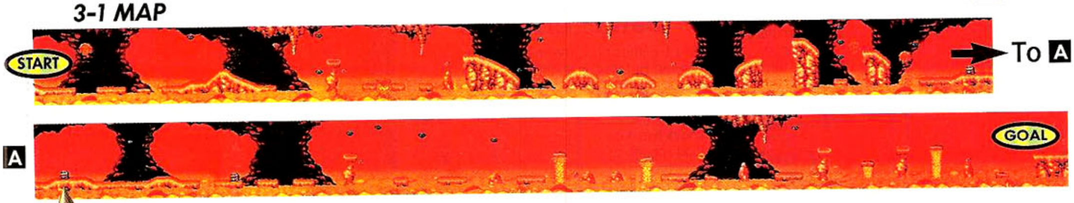


3-2 Carpet Ride

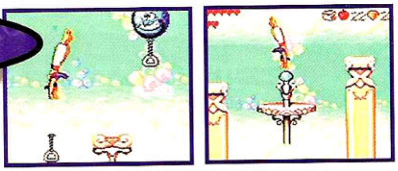
Hitting Pause may be the easiest way to successfully speed through the cave. You'll have to stay ahead of the lava tidal wave, while anticipating falling rocks and the zig-zagging walls of the cavern. It's a quick and volatile magic carpet ride, so you might want *to hit Pause every* so often to assess the situation and plan your navigation.



3-1 MAP

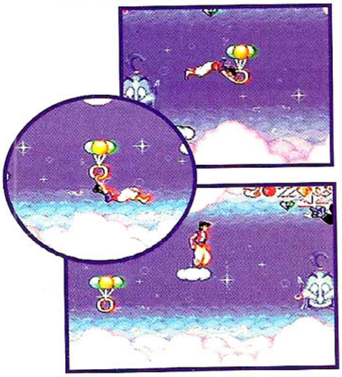


INSIDE THE LAMP



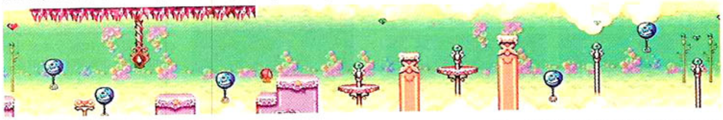
4-1 Sky Skipping

The Genie lays out "stepping stones" one at a time for you to reach the other side. Carefully time your jumps, and leap while pressing the Control Pad left. If you're swinging from the bouquet of balloons, leap right before you start your downswing. When hopping from the Playing cards, jump diagonally up and right.



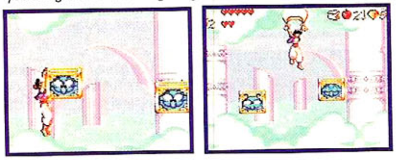
4-2 Aerial Acrobatics

You can bounce off the top of a balloon, but you'll pop it in the process. You can also grab on to the balloon's handle to swing to your destination, but don't hang around too long, because you can't float off-screen. Landing on a crystal staff will launch you high into the air, but like the stalagmites and playing cards, you can't stay on them for long.



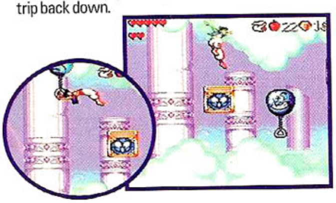
4-3 That Sinking Feeling

The smirking blocks are barely floating, and your weight can send them plummeting back down to earth. However, you'll need to walk on them to cross this level, so if you're waiting for another block to scroll by, buy yourself some hang time by floating in the air with your Rug rather than lingering on a block.



Stumbling Blocks

Catch a ride on a balloon if you need more time between block-hopping. Remember, however, that the balloon can't take you past the top of the screen, so keep your Rug handy for a parachute trip back down.



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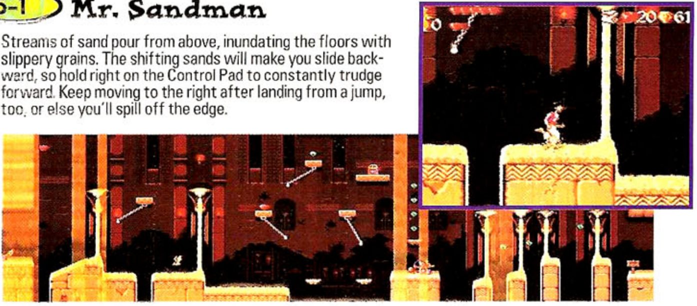
INSIDE THE PYRAMID

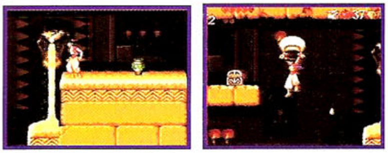
5-1 Mr. Sandman

Streams of sand pour from above, inundating the floors with slippery grains. The shifting sands will make you slide backward, so hold right on the Control Pad to constantly trudge forward. Keep moving to the right after landing from a jump, too, or else you'll spill off the edge.



5-2 1-up Chest

Hop onto the cobra head that's spewing out sand and leap leftward off it. Hit the R Button to activate your Rug, then drift to the ledge holding the treasure chest. If you jump on top of it to open it, your troubles will be rewarded with a 1-up Lamp.



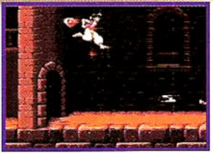
BONUS STAGE

This level sends Aladdin and Jasmine on a night flight through Agrabah, but instead of stars lighting up the sky, gems shine bright. A good magic carpet pilot should be able to collect 90 gems, but you may want to go out of your way to claim the Rubies—it's an easy way to earn red gems for the special ending.

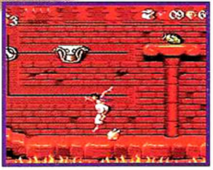
THE PALACE OF AGRABAH

6-1 The Razor's Edge

To soar to the Ruby, wait for the thug to hurl his dagger at you. Jump up, then try to land on the approaching dagger, using your Rug to control your landing. If you land on the spinning blade, you'll spring high enough to nab the gem.



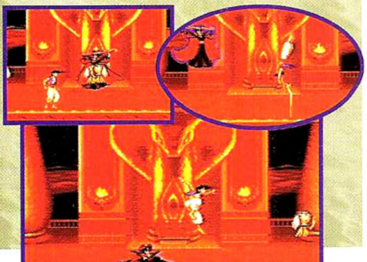
6-2 Tastes like Chicken



The Chicken will fully restore your Health Meter, but it's precariously placed where a wall of fire unpredictably swells. Before retrieving the bonus Chicken, pull the chain to switch the course of the mobile pedestal so you can quickly ride it out before the flames engulf you.

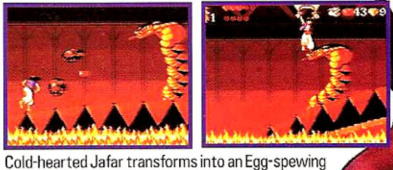
JAFAR

To beat the wily Jafar, hop onto his head six times. Avoid the flying pots by throwing an apple or leaping on them. You'll also have to jump to dodge the energy burst from Jafar's staff. When it loses its charge, launch yourself from the top of it to reach Jafar.



LAST SHOWDOWN!

You wage your battle while standing on the Snake's body. It can whip you up to its head or down into the raging fire. Leap on top of the Snake's eggs to reach his head or counter with an Apple. If you pounce on his head eight times, you'll save Agrabah.



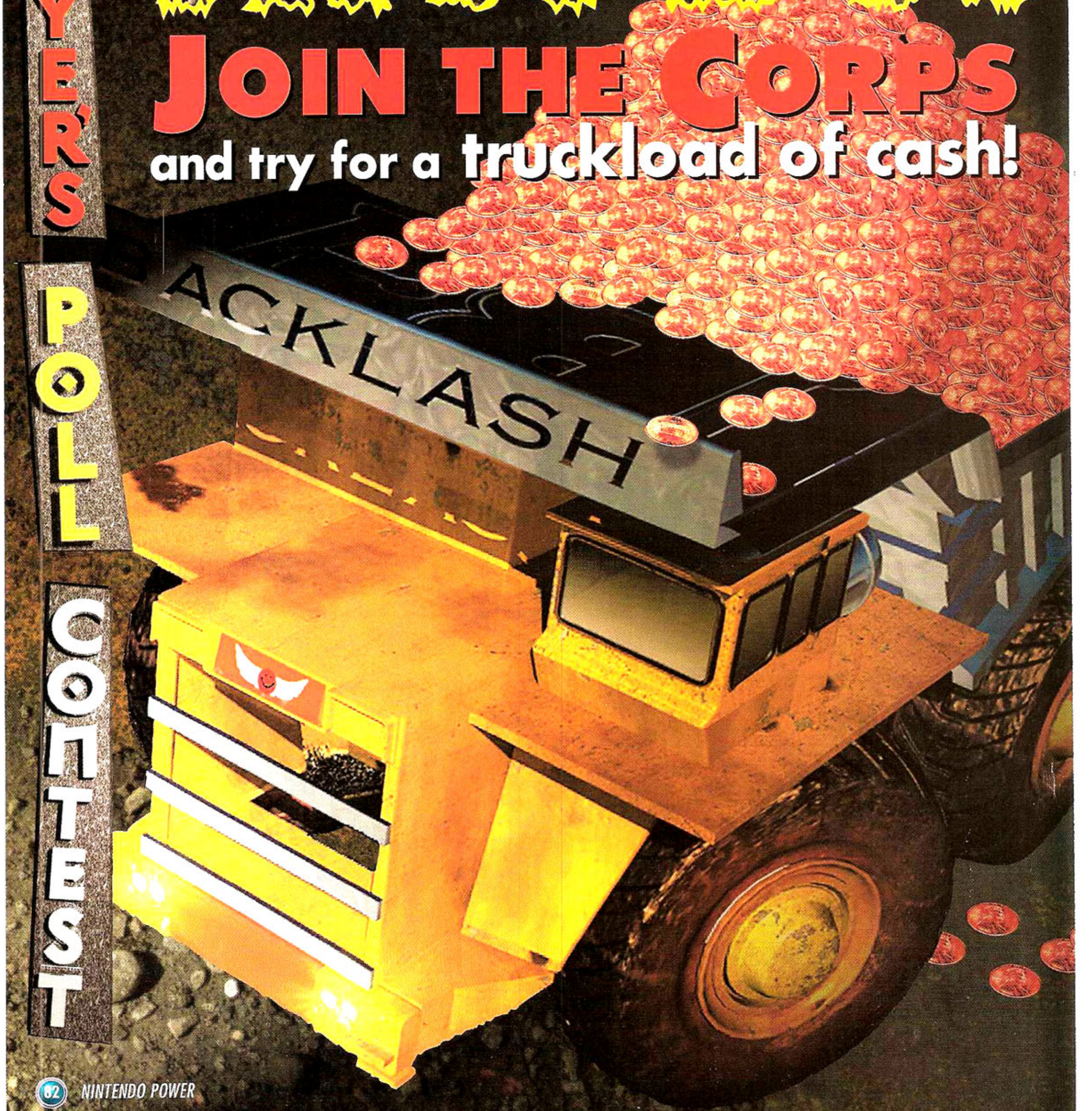
Cold-hearted Jafar transforms into an Egg-spewing Snake. Launch Apples at his eggs and try to stay airborne as much as possible by using your Rug.

PLAYER'S POLL CONTEST

HAVE A

JOIN THE CORPS

and try for a truckload of cash!



Player's Poll—Volume 97

Entering this month's Player's Poll Contest is a piece of cake! Just answer these questions, send the card to us, and you could win some delectable prizes. How's that for a sweet deal?

Name

Address

City State/Prov. Zip/Postal Code

Age

Membership No. ☐☐☐☐☐☐☐☐☐–☐

(   )

Telephone No.

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____

B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

C. Nintendo 641.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?

1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?

1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex

1. Male 2. Female

How often do you consult the following sources for gaming info?

	Often	Sometimes	Rarely	Never
G. Gaming Magazines	1	2	3	4
H. Strategy Guides	1	2	3	4
I. Web Sites	1	2	3	4
J. Game Tip Hotlines	1	2	3	4
K. Friends	1	2	3	4

L. Do you have a PC or Mac at home?

1. Yes 2. No

M. Do you have on-line access?

1. Yes, at school/work 2. Yes, at home 3. Yes, at school/work and home 4. No

How interested are you in the following?

	Very	Moderately	Somewhat	Not At All
N. On-line games	1	2	3	4
O. World Wide Web pages	1	2	3	4
P. E-mail	1	2	3	4
Q. On-line chat	1	2	3	4
R. Web TV	1	2	3	4

S. Have you ever visited the Nintendo Power Web Site (www.nintendo.com)?

1. Yes 2. No

Trivia Question: What's the name of the snowman who competes in Clay Fighter 63⅓?

Answer:____________________

Mail in your card now, and keep your fingers crossed!

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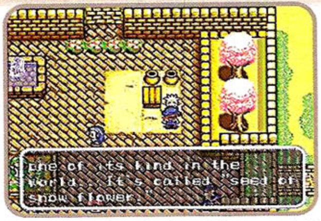
COUNSELORS' corner

BILL BECKER

HARVEST MOON

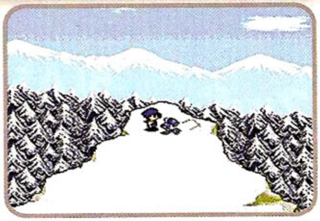
WHERE DO I PLANT THE SNOW FLOWER?

The Snow Flower will flourish if you plant it in the stark glare of the winter sun at the top of the mountain. Plant the flower during the daylight hours near the crest on the mountain peak. This shy blossom will not grow during the crowded New Year's Festival, but it will grow on any other frigid afternoon. When the Snow Flower sprouts, a sprite will pop out of the flower bud and reward you with a Power Acorn.



one of its kind in the world... It's called "seed of snow flower."

Many farmers buy the Snow Flower seed at the Perfume Festival, but later they forget the special instructions for planting it.

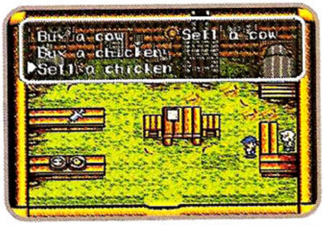


Plant the Snow Flower seed near the top of the mountain during the daylight hours. It won't grow at night or during the New Year's Festival.

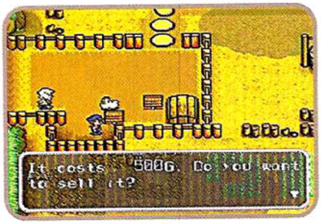
HOW DO I SELL MY CHICKENS?

You need to tell the Livestock Store owner that you want to sell a chicken, then you need to place the chicken inside the livestock pen near your shipping bin. Remember that you can't buy or sell livestock on a rainy day.

All of this might sound simple, but the real trick is knowing where to stand to make the Livestock Store owner appear outside your ranch. After you place your chicken in the stock pen, pace back and forth near the left side of the gate. If you're waiting in the correct location and it's not too late in the evening, the Livestock Store Owner will show up and make a deal with you. If he doesn't arrive, carry your chicken back to the coop and try another day.

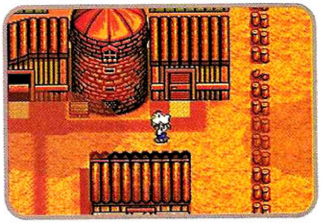


To sell a chicken, you need to make an appointment with the Livestock Store owner on a weekday.



It costs 500G. Do you want to sell it?

Place the chicken inside the livestock pen next to your shipping bin, then stand near the gate.



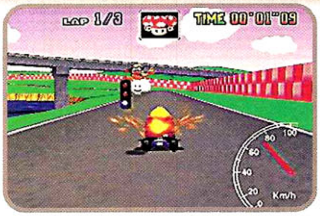
The Livestock Store Owner won't show if it's too late in the evening. Try again another day.

JOHN ELSBERRY

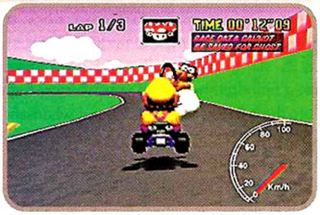
▶ MARIO KART 64

HOW DO I GET A ROCKET BOOST AS I START?

The key to exploding off the starting line with a Rocket Boost is to keep your finger off the accelerator until the last moment before Lakitu gives you the green light. Press and hold the A Button just before the green light flashes on. You can also get a smaller boost if you fall off the track. Just before Lakitu drops you back on the road, press and hold the A Button the moment your wheels touch down on the asphalt.



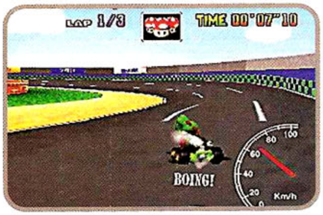
To roar off the line with a Rocket Boost, hit the accelerator between the red and green lights.



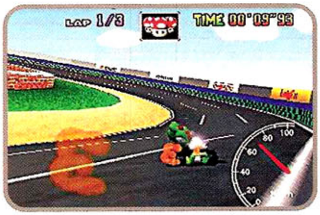
You can pick up a tiny boost if you fall off the track. Press the A Button as your wheels hit the road.

? HOW DO I EXECUTE A POWER SLIDE? ?

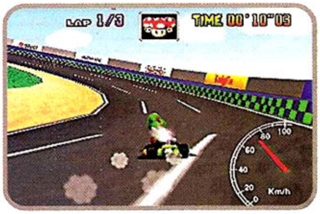
A well executed Power Slide will give you extra speed in the turns. As you start to slide into a corner, hold the R Button and move the Control Stick in the direction of the turn until you see white smoke pouring out beneath your tires. Keep holding the R Button and move the Control Stick back and forth to make the smoke turn yellow. Repeat this process until the smoke turns orange. Release the R Button as soon as you see the orange smoke to blast out of the turn.



Press the R Button and move the Control Stick in the direction of the turn to start a Power Slide.



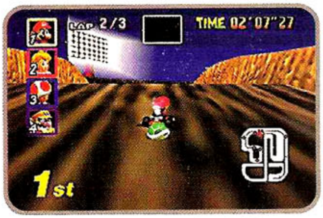
Hold the R Button and waggle the Control Stick until the smoke beneath your tires turns orange.



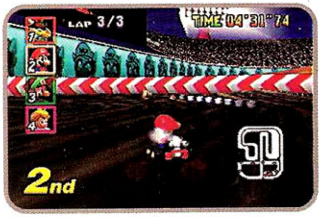
You'll pick up a Rocket Boost if you release the R Button as your tires start to spew orange smoke.

? HOW DO I USE THE SHELLS? ?

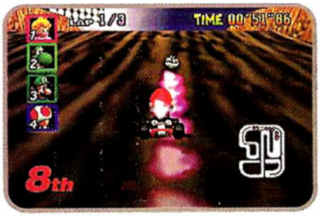
There are three types of shells in the game. Green Shells shoot in a straight line in front or behind your Kart. Pull down on the Control Stick and press the Z Button to launch a Green Shell behind you. Red Shells home in on the closest Kart in front of you. Your opponents can elude red shells if they cut around several sharp turns or get between several obstacles. Spiny Shells are the best homing shells and rarely miss, but they target only the lead Kart.



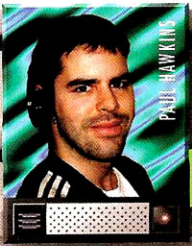
Green Shells fire in a straight line. Hold Down on the Control Stick to launch them behind you.



Red Shells home in on the nearest Kart. You can shake inbound red shells around sharp corners.



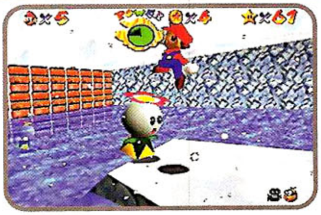
Spiny Shells are smart missiles that target the lead Kart. These shells rarely miss their targets.

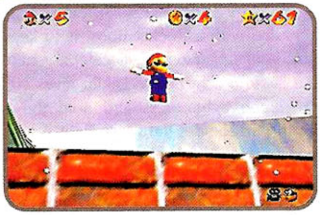


▶SUPER MARIO 64

HOW DO I WHIRL FROM THE FREEZING POND?

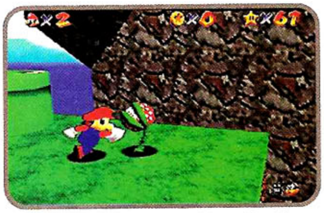
Knowing what to do instead of how to do it is the trick to finding the fourth star in Snowman's Land. If you jump on a Spindrift, he'll send you whirling high into the air. Run over to the pond where the two Spindrifts are swimming around in the water. Jump up on the Spindrift as he climbs out of the water and spin over the brown wall. The box to the left of the sign on the other side of the wall contains a star.

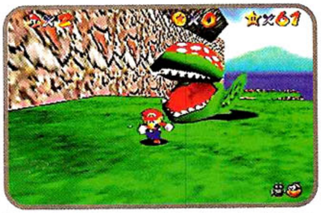

Jump up on the Spindrift as it rises out of the water. Don't press the Z Button or you'll crush him.

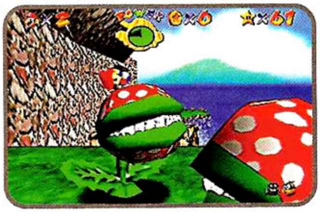

The Spindrift will spin you high into the air. Whirl over the wall and claim your star.

HOW DO I PLUCK THE PIRANHA FLOWER IN TINY-HUGE LAND?

Actually, you need to stomp five Piranha Plants to earn your star. Leap into the pipe to the left of the starting point to shrink down to the size of a ravioli square. When you pop out of the pipe, five Piranha Plants will sprout from the ground and try to fry you with homing fireballs. As you elude the fireballs, note where each Piranha Plant is located and stomp on the spots where the plants came out of the ground. When you pound the five plants, the star will pop out of the soil.

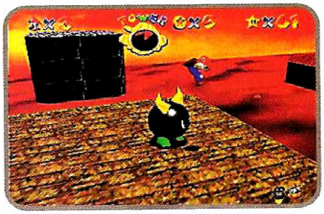

You won't find your star if you pick on this solitary plant. Hop into the pipe and shrink down in size.

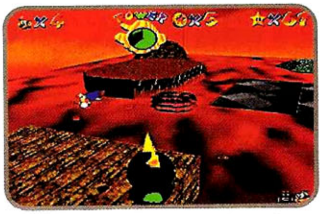

Leap out of the pipe and start running. As you flee, note where each Piranha Plant is hiding.

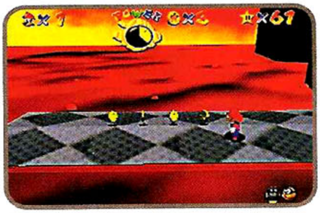

To squash a Piranha Plant, stand where they sprouted, then jump and pound the ground.

HOW DO I DEFEAT THE BIG BULLY?

It's easy to get pushed around by the Big Bully in Lethal Lava Land if you don't know how to defeat him. You can't stomp him, so try making him fall into the lava. You can do this by kicking or diving into him, or stand at the edge of a platform and lure him over the side. Big Bully likes to throw his weight around, but he needs room to slow down and change his momentum. If you find yourself running low on life, replenish your power by collecting the coins on the nearby islands.


Dive or kick Big Bully to push him backwards. If you do this repeatedly, he'll run out of platform.

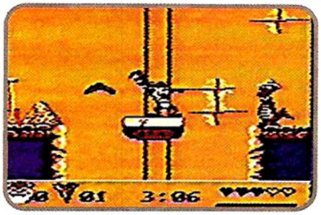

Lure Big Bully to the edge of a platform, then spring out of the way as he charges toward you.


If you find yourself running low on power, collect the twirling coins on Lethal Lava Land's islands.

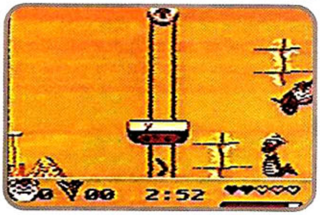
▶TAZ-MANIA 2

HOW DO I DEFEAT AXL GATOR?

You can't hurt Axl Gator while he is holding his boomerang. Wait for Axl to throw it, then leap to the moving platform and shoot a tornado at him. As soon as you release your tornado, jump back to the left before the platform falls off the screen. It takes eleven hits to eliminate this mean gator. If you run out of tornadoes, use your spin attack to knock off Axl, but maintain your balance—you'll have to start over if you fall.



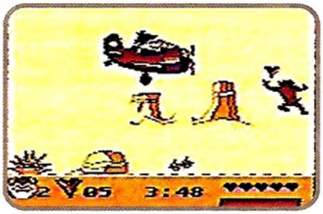
Wait until Axl throws his boomerang, then jump on the moving platform and hit him with a tornado.



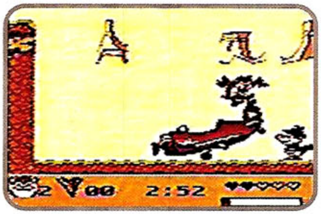
If you run out of tornadoes, use your spin attack, but be sure to maintain a steady balance.

? HOW DO I DEFEAT BULL GATOR? ?

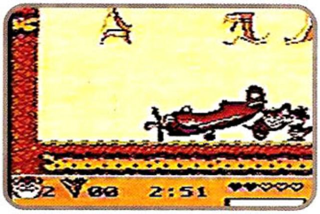
Bull Gator is the head honcho in the Dangerous Desert. You'll have to down his airplane and finish him off on the ground. Dodge the bombs dropped from the plane and return fire with your tornadoes. If you run out of tornadoes, use your spin attack. Bull Gator crashes his plane after eleven hits. Stand to the right of the plane's broken propeller and leap over the stones thrown at you. As you land, use your spin attack. Keep repeating this technique until Bull surrenders.



Bombs away! Retreat to the right side of the stage and return fire with your tornadoes.



Leap over Bull Gator's stones, then execute a spin attack just as your feet touch the ground.



You'll have room to dodge if you stand just to the right of the propeller and use your spin attack.

▶▶ In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Q&A FAST FACTS

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.) ▶▶

BLAST CORPS

Q: What does the red circle around a course on the World Map screen mean?

A: It means that you found all the Communication Towers in that course.

Q: Why won't my jack hammer or missiles work anymore?

A: You ran out of ammo. Replenish your supply by picking up an ammo crate.

TOP GEAR 3000

Q: How many tracks are in the game?

A: There are 42. You can race all of them when you select Hard mode.

Q: Why is my car losing speed?

A: You're running low on fuel.

Q: How do I snag the floating Credit Spheres?

A: If you buy the Jump ability at the shop, you can collect the Credit Spheres.

MOLE MANIA

Q: How do I refill my life meter?

A: Go back and visit Grandpa Hint. He'll refill it.

Q: How do I get to Stage Eight?

A: Get 100% in stages One through Seven first.

Q: Do I always have to start at Kangaroon in Stage Eight?

A: If you make it past Mad Wrencher, you'll start off at Big Mama instead.

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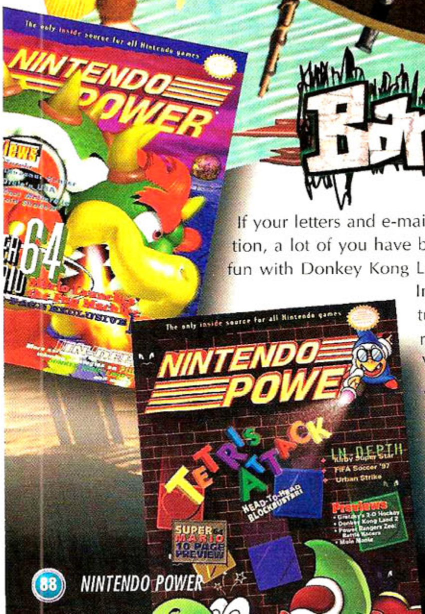
DONKEY KONG LAND 2™

Banana-Rama!


The only inside source for all Nintendo games
NINTENDO POWER
64
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NINTENDO POWER
TETRIS ATTACK
HEAD-TO-HEAD BLOCKBUSTER!
IN-DEPTH
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FIFA Soccer '97
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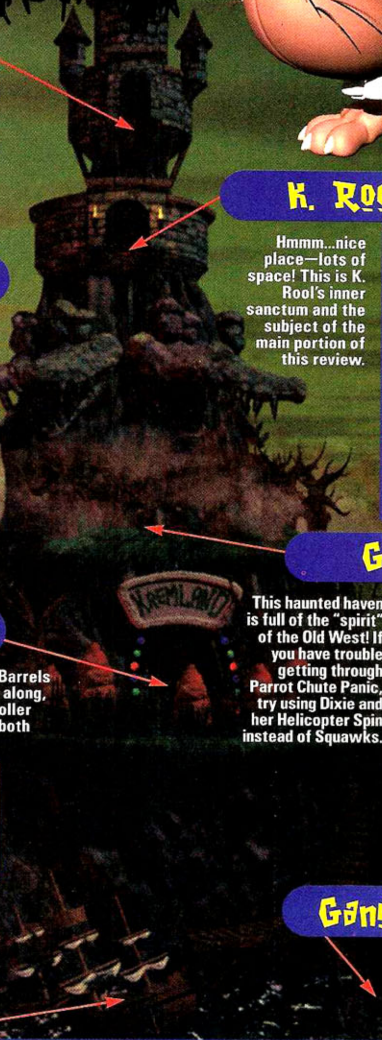
Previews
Gretzky's 3-D Hockey
Donkey Kong Land 2
Power Rangers Zeo: Battle Racers
Mole Mania
SUPER MARIO 64
10 PAGE PREVIEW

If your letters and e-mails are any kind of indication, a lot of you have been having a barrelful of fun with Donkey Kong Land 2 for the Game Boy. In fact, although we featured a preview and a review of this title back in Volumes 87 and 88, quite a number of you have requested a more detailed look at the final stages of the game. Therefore, we've decided to take you to the jungle for one more swing through the Krem-crusted foliage. We'll start off with a quick, one-page overview of the major levels of the game and then treat you to full maps and special tips for the interior of K. Rool's Keep and The Flying Krock. While Donkey Kong Land 2 is loosely based on Donkey Kong Country 2 for the Super NES, the layouts of the stages are different, and items and Bonus Areas are in different locations. Diddy and Dixie do not show up on screen simultaneously as they do in DKC 2, and they can't use their team throw, but they do retain their other signature powers and abilities. DKL 2 features the same smooth game control and feel that DKC 2 has, and even if you're trying your thumbs at this title for the first time, you shouldn't have any trouble getting into the swing of it.

Kruel World



The Flying Krock

Coffee, tea or cannonballs? Fasten your seat belts and get ready for some heavy turbulence in this, the final level of the game.

Klubba's Kiosk

ENTER LOSTWORLD

Collect 47 Kremcoins and present them to Klubba to gain entrance to the Lost World. Check the Bonus Areas for the hard-to-find Kremcoins.

Krazy Kremland

It's tough to spot DK Barrels while you're zooming along, so always start the roller coaster stages with both Diddy and Dixie.

Krem Cauldron

K. Rool and his Kremling creeps turn up the heat in eleven sizzling stages. Dixie's Helicopter Spin and your animal friends' special powers will be the keys to finding many of the Krem Cauldron Bonus Areas.

K. Rool's Keep

Hmmm...nice place—lots of space! This is K. Rool's inner sanctum and the subject of the main portion of this review.

Gloomy Gulch

This haunted haven is full of the "spirit" of the Old West! If you have trouble getting through Parrot Chute Panic, try using Dixie and her Helicopter Spin instead of Squawks.

Gangplank Galleon

To collect many extra lives, first complete Pirate Panic. Reenter the stage and go past the End Target to find a balloon. Exit the stage and repeat. Use the invisible Warp Barrel to the right of the second platform to speed things up.

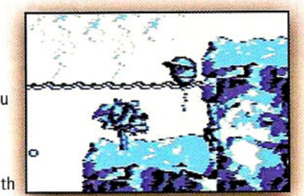
K. ROOL'S KEEP

You've avoided every pitfall and conquered every challenge that K. Rool has thrown at you so far, and now you get to face the big croc on his home turf!

Arctic Abyss

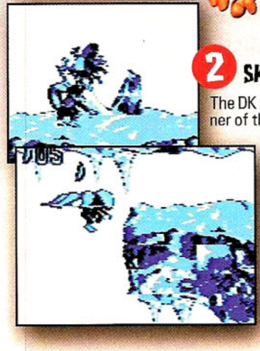
You'll have to be "Enguarde" to uncover every item and secret in this frosty deathtrap. Be careful as you maneuver around the ice floes. Hopping often affords you better control than running. You'll be less likely to overshoot a mark or run into an enemy accidentally.

① Fun Balloon Animals



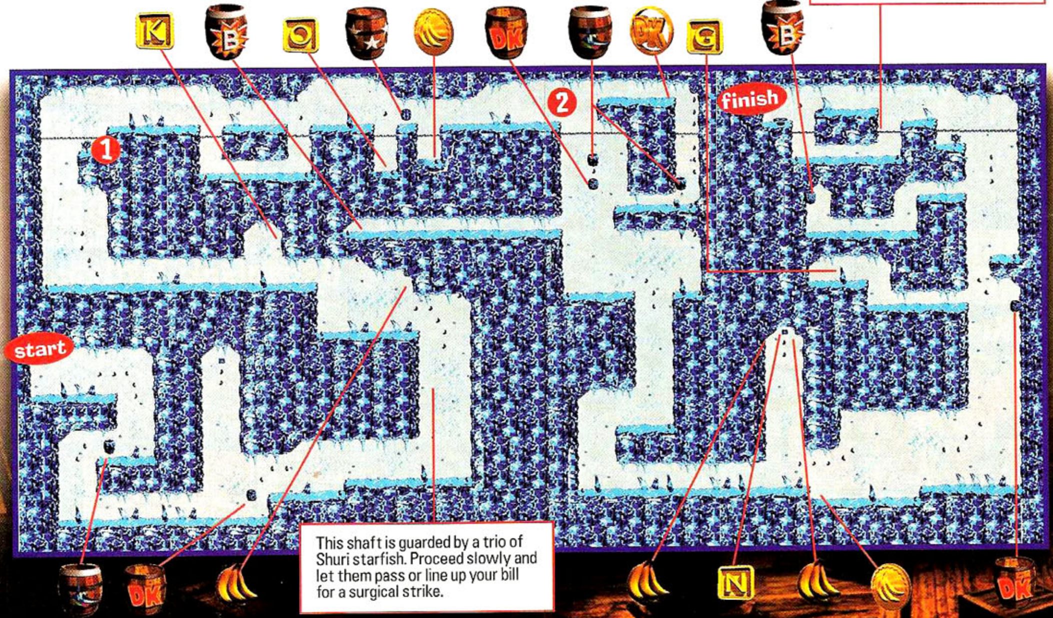
To receive a 1-Up Balloon, you must reach this spot as Enguarde the Swordfish. When you're controlling Enguarde, press A to scoot ahead and spear enemies with your needle-like bill. For a more powerful attack, hold Select for a few seconds and then release.

② Skip to My Lou, My Dixie

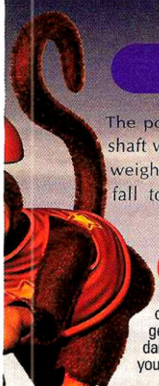


The DK Coin is out of sight in the upper right corner of this area. Run to the edge of the platform and jump to the right at the last second. Use Dixie's Helicopter Spin to cross the wide gulf and land on the upper ledge.

You can take either the high road or the low road, but travelers on the southern route have a much better chance of avoiding trouble with a hidden Spiny and getting out of the stage unscathed.



This shaft is guarded by a trio of Shuri starfish. Proceed slowly and let them pass or line up your bill for a surgical strike.

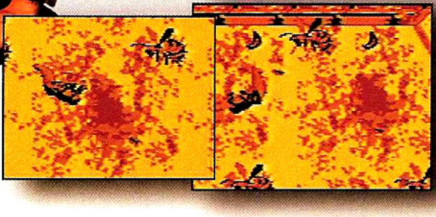


Windy Well

The powerful updrafts in this abandoned mine shaft will be more than enough to support your weight, but there are still places where you can fall to a messy end. If you miss the Bonus Barrel on your way up, the raging winds will prevent you from going back down, so you'll have to finish the stage before you can try to reach the barrel again.

1 Bobbing Along

As you bob along on the air currents, you'll come across rows of stationary Buzzes. You can get very close to them from the side without taking damage, but they are much more likely to sting you if you approach from below.

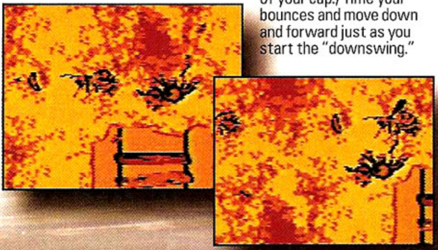


There's a sneaky Spiny lying in wait on this platform. You won't see him until you're almost on top of him. You'll have a better chance of avoiding him if you aim for the left side of the platform.

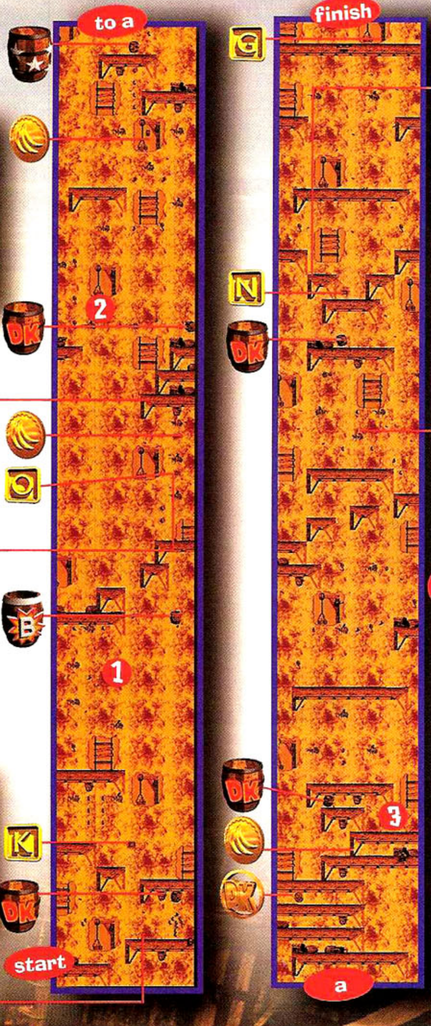
Weave around the Buzzes to collect the goodies. Unless you're desperate for bananas or lives, though, don't sacrifice a life for them.

2 Buzzes in Bunches

Take the Buzzes one at a time. Get as close as you can to a Buzz before you proceed. (If you're Diddy, you can touch it with the bill of your cap.) Time your bounces and move down and forward just as you start the "downswing."



Jump up to the second platform (the wind will not support you here). Jump up near the banana arrow to catch the wind.

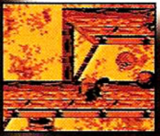


From the letter N, jump up and left. Float up along the left edge of the screen to avoid most of the Buzzes. Grab the G from the right side of the platform before you exit.

From the large platform, stand beneath the left-most banana (there's a Buzz above the right banana) and jump up. Watch out for several roving Buzzes in the area above.

3 Kannon Ball Run

You may not see the Kannon off to the right, but you'll get a cannonball in the eye if you're not careful. Grab the Banana Coin and jump immediately.

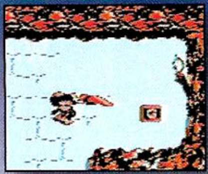


Dungeon Danger

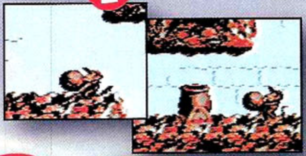
Once you spend some time scrambling through this dank and deadly dungeon, you'll be glad that apes have hands in place of their feet! Even if there's a solid floor far below, there are places in this stage where falling off a platform will cost you a life.

1 What's up, G?

After you climb up the last chain "ladder," head to the right to collect the letter G. The gap looks very wide, but you can reach the platform without using a Helicopter Spin. Now go back to the left and proceed to the exit.



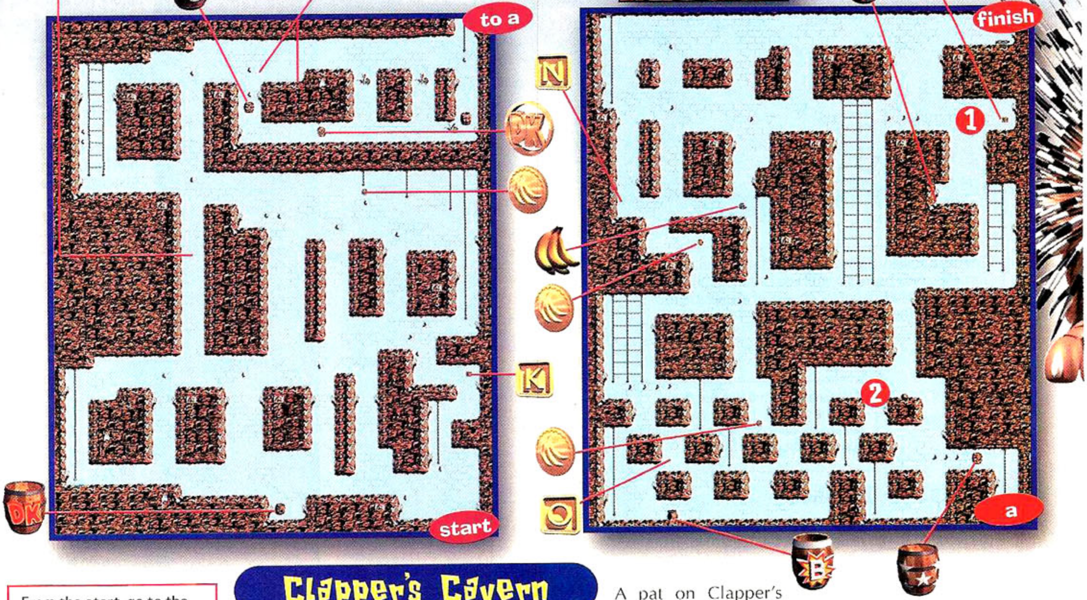
2 Kannon + Ball = Bonus Area



From the Star Barrel, go to the left, up and to the right to find the cannonball. Next, go down and to the left. Load the Kannon to blast off into the Bonus Area.

If you fall from a great height and fall off the screen before you hit a platform, you'll lose a life.

Most players miss this DK Coin because they're afraid of jumping into a bottomless pit, but the bananas at the top indicate that the pit is safe. Follow the bananas down to the Invincibility Barrel and then run to the right.

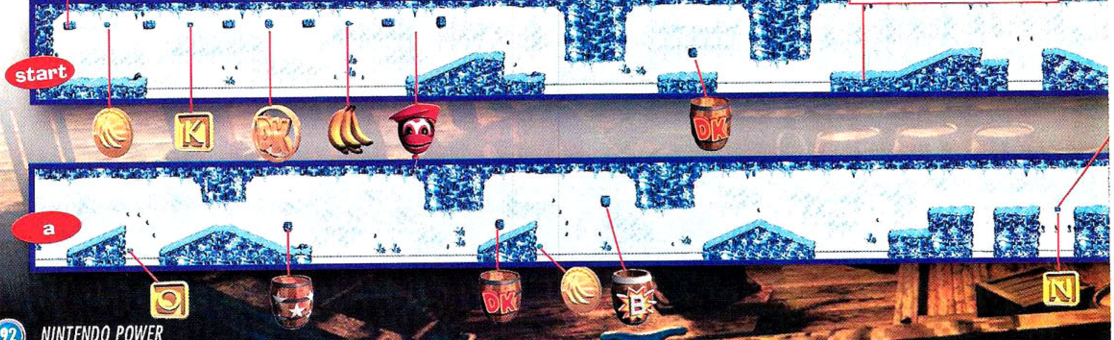


Clapper's Cavern

A pat on Clapper's back will turn the frigid water into ice and make it safe to cross. Dixie, with her Helicopter Spin, is the best little chimp to use here.

From the start, go to the left and jump up to an invisible hook and then into the Blast Barrel.

Even if you hightail it, the ice will be melting when you get here. Use the Flitter to bounce over the Buzz.

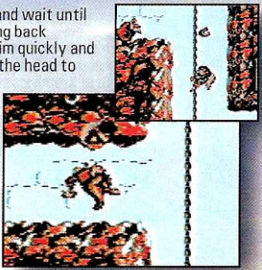


Chain Link Chamber

Keep to the left side of the stage as much as possible, except when there is a specific item you need to the right. Jump down onto Klingers to defeat them. Sliding down a chain at one will only result in your defeat.

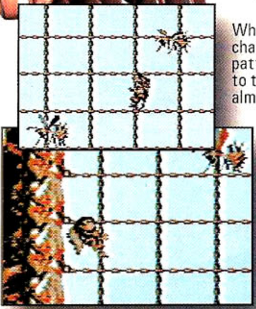
1 By Hook or by Krook

Approach Krook slowly and wait until his bladed boomerang is heading back toward him. Clamber up past him quickly and then give him a hard stomp on the head to show him who's really the boss around here!



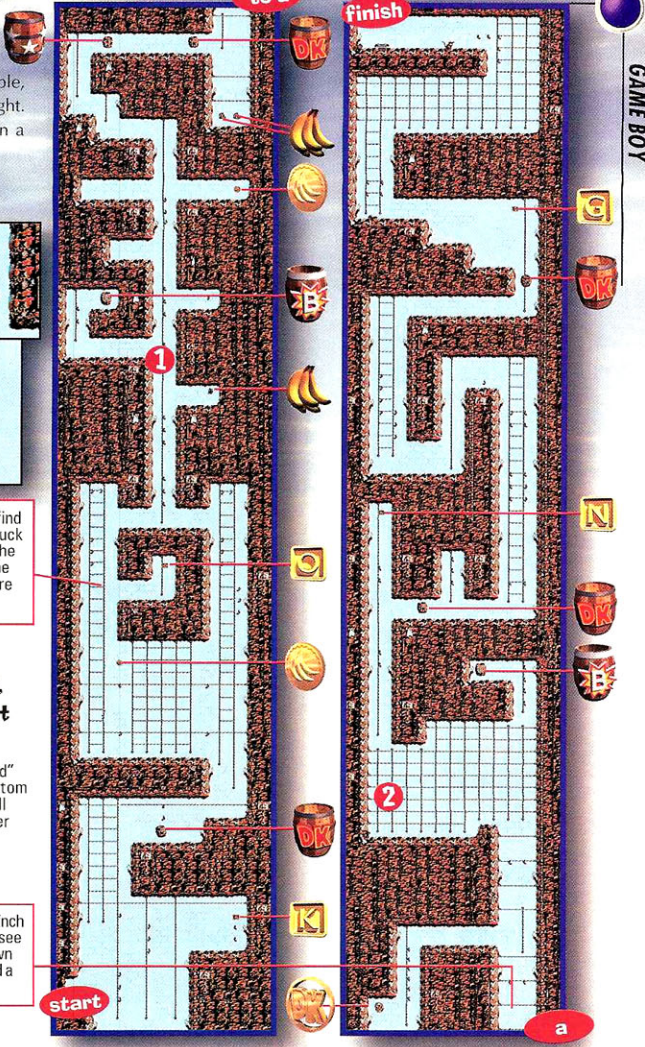
Go up the left-hand ladder (you may find fewer enemies along this path) and duck into the alcove to find the letter O. The bananas will tell you which side of the ladder is safe to climb. Watch for more Kremlings on the platform above.

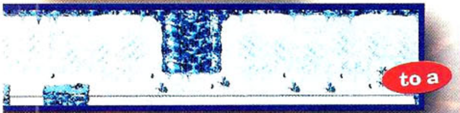
2 Look to the Left, Look to the Right



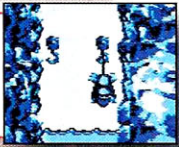
Whenever you're in an area of chains linked in a "checkerboard" pattern, proceed along the bottom to the left and then go up. You'll almost always encounter fewer enemies that way.

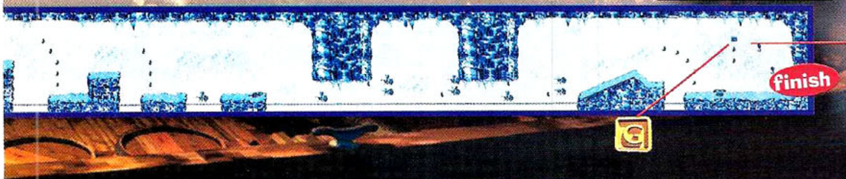
Grab on to this chain and inch your way down until you see the Buzz below. Drop down (avoiding the Buzz) to find a banana bonanza!





Don't be afraid to go after the letter N. Use the Helicopter Spin to control your descent and grab the hidden hooks below.

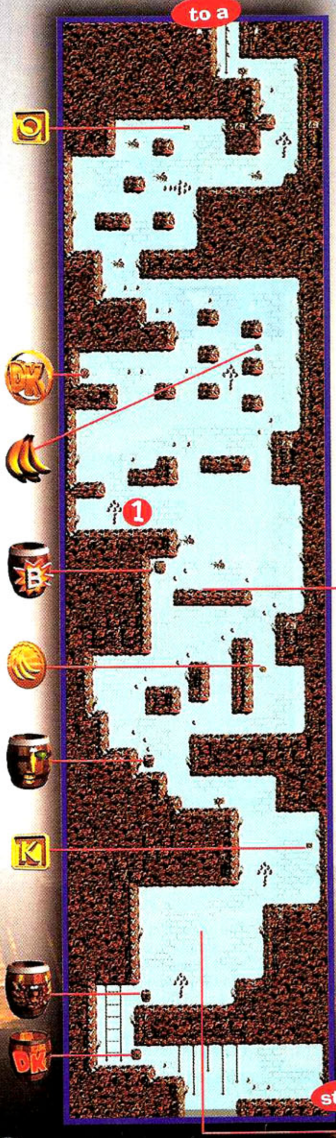


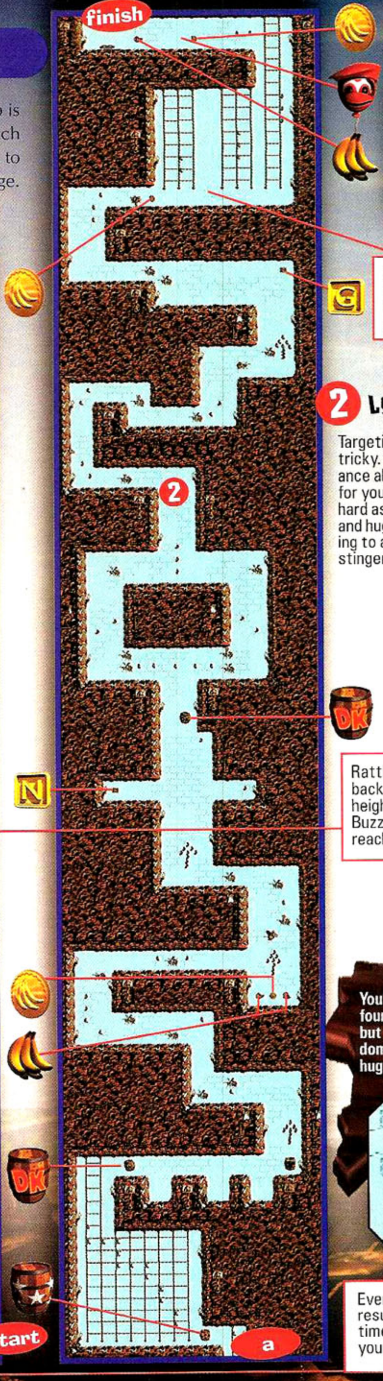


The letter G is hidden almost in plain sight. Jump over the end target and jump up and to the right to find an invisible hook. Keep going up to find the letter G.

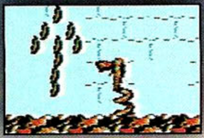
TOXIC TOWER

This last line of defense in K. Rool's Keep is formidable indeed! You must switch between Squitter, Rattly and Squawks to stay ahead of a flood of radioactive sludge.





1 Super Jump Power, Activate!

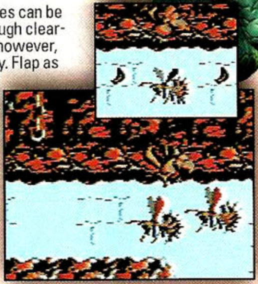


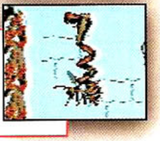
From here on, Rattly's super jump is essential for keeping ahead of the rising toxic tide. Hold the Select Button for a few seconds and then release.

Dash to the right, below the line of chains. You'll avoid a whole horde of Kremlings and save precious time.

2 Low Bridge

Targeting the Buzzes can be tricky. There's enough clearance above them, however, for you to slip on by. Flap as hard as you can and hug the ceiling to avoid their stingers.



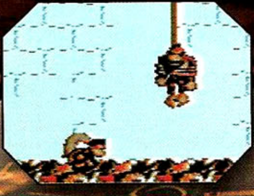


Rattly can bounce off the backs of the Buzzes for added height and distance. Use the Buzzes as stepping stones to reach the higher platforms.

Even the smallest delay will result in your being slimed big time, so you'd better perfect your web technique.

Strong Hold

You've finally found your kidnapped pal, Donkey Kong, but now you'll have to fight for his freedom. K. Rool will show up and start firing huge cannonballs at you from his musket.



finish
start

The Flying Krock

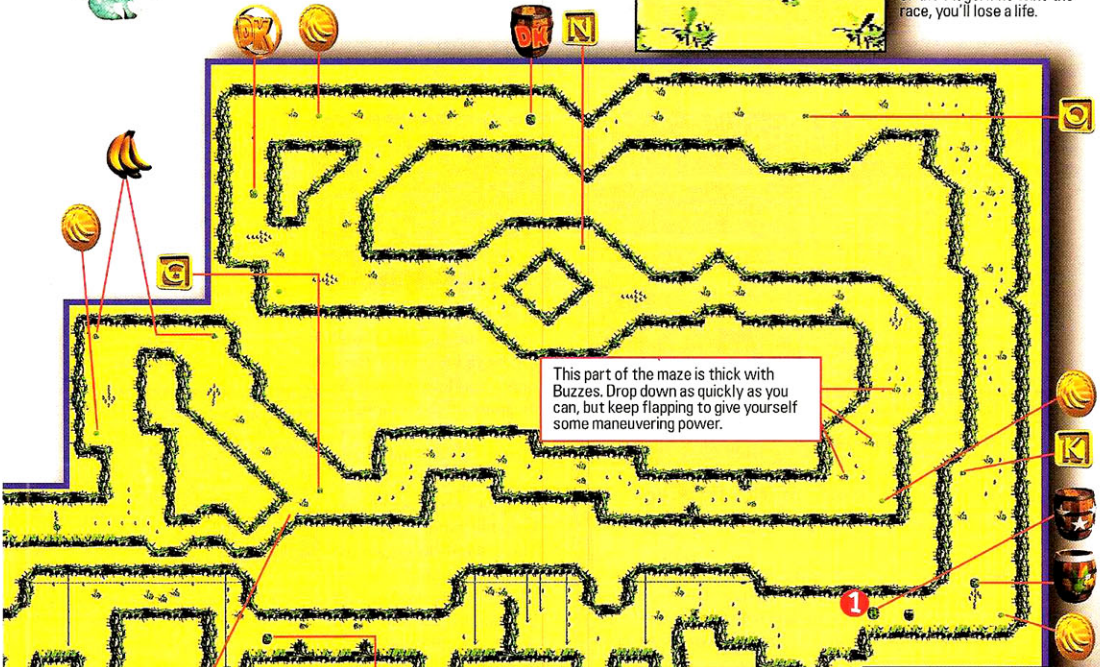
K. Rool has flown the coop in his fabulous Flying Krock, but you're right behind him! It's time to put a big smack down on his scaly hide!

SCREECH'S SPRINT

Build up as many extra lives as you can before you take on this tangle of brambles and Buzzes and study the map carefully before you begin. Even if you scout out the quickest route, you may need to make a practice run or two.

① Gentlemen, Start Your Flapping!

You'll cover the first part of the stage as your normal, ol' simian self. Once you reach the Star Barrel, however, you'll change into Squawks. You must beat Screech, K. Rool's pet parrot, to the end of the stage. If he wins the race, you'll lose a life.



This part of the maze is thick with Buzzes. Drop down as quickly as you can, but keep flapping to give yourself some maneuvering power.

Instead of going up and over, take the lower path to the finish line. It's a tight squeeze, but it could easily give you the checkered flag.

K. ROOL DUEL

K. Rool will fire cannonballs and barrels at you. Dodge his shots and break open the barrels to get your own cannonballs. When he tries to suck you into his gun, throw the cannonball into it. Repeat this six times to sink him!

Nintendo 64
Game Boy
Super NES

NOW PLAYING

Your Power Guide To The Latest Releases
June 1997

CLAY FIGHTER 63 ⅓

Interplay/96 Megabits

CLAY FIGHTER 63 ⅓
NINTENDO 64
RP

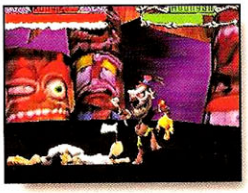
Category	Tournament Fighter
Graphics & Sound	4.2
Play Control	3.2
Challenge	4.0
Theme & Fun	3.8

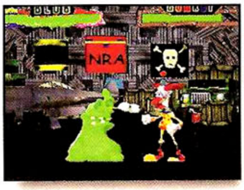
- 1 or 2 players simultaneously
- 30 battle arenas
- Controller Pak
- Hidden characters

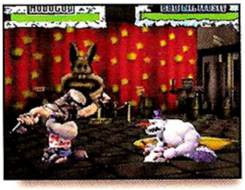
Rating: Teen

Interplay breaks the mold for N64 fighting games with this clay spectacular.

Clay Fighter 63 ⅓ from Interplay could be said to be a breakthrough game in several ways. One convention that gets left in the dust is the idea that characters have to fight in the same, narrow setting all the time. Instead, Clay Fighter arenas contain breakthrough areas where characters smash through doors and walls into new places where they carry on the fight. Think of it as a sort of comical tavern brawl from a Western. Many of the areas you break into are hidden or require the use of a particularly powerful punch to send a character splintering through the wall. But as fun as this breakthrough feature is, Clay Fighter 63 ⅓ goes even further. The characters keep up a patter of insults and jibes during the fight using the voices of some very famous actors, such as Dan Castellaneta from the Simpsons. And as for the fighting itself, the moves are smoothly animated and often hilarious to watch. In spite of the emphasis on comic animation, though, serious fight fans will find plenty of moves, combos and specials to keep the game interesting. There seems to be almost an endless supply of new Claytalities and other "alities." Combine all this with excellent graphics and lots of hidden (and surprising) characters, and you've got quite possibly the most entertaining fighting game ever molded. Clay is cool, and you can learn all the throws this month in our exclusive Power review.







+ Great graphics and sense of humor. Lots of fighting arenas. Lots of special moves and hidden characters.

− Breakthroughs are difficult to find and activate.

Pros' Picks SP ■ ■ TM PS LS

HEXEN

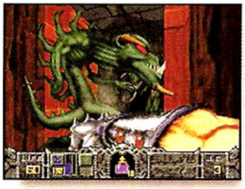
GT Interactive/64 Megabits

Category	Action
Graphics & Sound	3.2
Play Control	3.7
Challenge	3.8
Theme & Fun	3.8

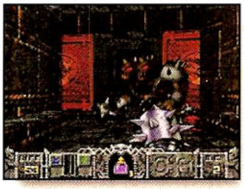
- 1 to 4 players simultaneously
- 3 character choices
- 31 stages
- Controller Pak

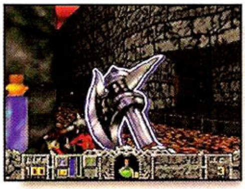
Rating M

The Hexen is on you.



The popular PC game from id Software (the creators of Doom) has found its way onto the N64, thanks to GT Interactive. Hexen's development team at Software Creations recreated the evil domain where undead nonbelievers wander the dungeons and prey on the only remaining human—you. After choosing your profession of Warrior, Mage or Cleric, you'll enter a first-person, 3-D world in which you fly from the Serpent Riders. Although Hexen is very much an action game, it has a definite fantasy feel, too. Players search for magical artifacts and cast deadly spells during their quests. As a four-player game, Hexen can be a cooperative adventure or a spine-chilling hunt for the other players. Since there is no network link, as there was with the original game, Software Creations included a four-window, split-screen mode to accommodate multi-player action. The graphics aren't really up to the standard that you might expect from the N64, but the game play can be deep and involving. In fact, there are more puzzles and mysteries in Hexen than in either Doom 64 or Turok.





+ Multi-player D & D action.

− Sub-par graphics.

Pros' Picks

WAR GODS

Midway/96 Megabits

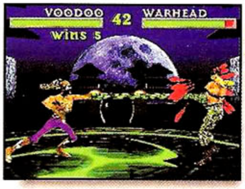
War Gods
True 3D Fighting Environment!

Category	Tournament Fighter
Graphics & Sound	3.3
Play Control	3.0
Challenge	3.3
Theme & Fun	3.0

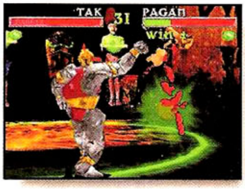
- 1 or 2 players simultaneously
- No Controller Pak option
- 10 fighters

Rating M

These gods must be crazy.



Do gods bleed? They do in War Gods, from Midway, the latest tournament fighter arcade port for the N64. War Gods features full 3-D rotation so you can circle opponents and, with luck, avoid distance attacks. Other than the 3-D motion, however, War Gods offers a pretty traditional (and tame) Mortal Kombat-inspired experience. Moves are easy to activate, especially the Fatalities. You can become a master in minutes. This is great for two-player matches, but the ease of play makes the tournament mode overly simple, particularly if you discover certain moves for which your opponents have no defense. Eurocom, the developer of War Gods, performed a few miracles on the graphics, combining realistic, digitized textures with polygon characters with impressive results. Animation, while a bit choppy, looks very much like the sprite animation in Mortal Kombat. Most of the characters in War Gods are based on some mythic tradition, such as Vallah, a Norse amazon, or Anubis, a dog-headed Egyptian deity. Cy-5, a cyborg with a spaceship, hails from a technologically advanced future. Most of the fighters and their moves are fun, and the simple Fatalities are a mix of corniness and gore, earning Gods a Mature rating from the ESRB. Power covers the moves and more this month.



+ Fun two-player action, especially for MK fans. Easy moves. 3-D fighting.

− No option to turn the timer off. Poor balance of power between characters. Some choppy animation.

Pros' Picks

Super NES MEGA MAN X

Capcom/Rereleased by Majesco/12 Megabits

Category
Action

Graphics & Sound 3.8

Play Control 3.9

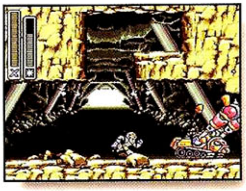
Challenge 3.9

Theme & Fun 3.8

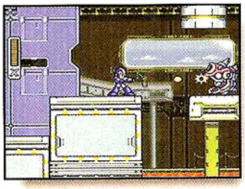
- 1 Player
- Passwords
- 9 stages
- Originally released in 1994

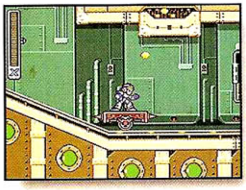
Rating N-R

Classic Mega Man action returns to the Super NES.



The first Super NES Mega Man game, and the 11th game in the Mega Man series, will return to store shelves this month thanks to a company called Majesco. Don't expect any modifications from the original Mega Man X. This is the same game through and through. But for players who never experienced the thrill of this game, Mega Man X remains as fresh as the day it first appeared three years ago. Dr. Light may be gone, but he left behind him a new Mega Man, known as model X. In the story, X is out to stop a bunch of reploid robots who went bad. The worst of these are the eight stage bosses and Sigma, the final boss. The improved X model of Mega Man features some moves never seen in the NES Mega Man games, like the wall grip and quick change weapons. The game's layout of eight stages and bosses, and a final, ninth boss remains par for the course of Mega Man games. As always, the action is challenging and varied. You win special weapons from defeated bosses that can be used later on other bosses.





+ Excellent play control and challenge. Good graphics and variety of play.

− The final area is too short. Some players prefer the control of the NES Mega Man games.

Pros' Picks SP DO TM PS LS

Super NES ALADDIN

Capcom/Rereleased by Majesco/10 Megabits

Category
Action

Graphics & Sound 4.2

Play Control 4.2

Challenge 3.9

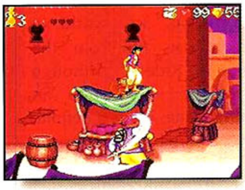
Theme & Fun 3.9

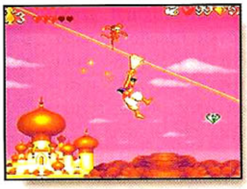
- 1 Player
- Passwords
- Originally released in 1993
- 7 stages

Rating K-A

Magic in Arabia becomes Super NES magic at home.

Although this game shouldn't be confused with the Genesis version of Aladdin from Virgin Games, Aladdin from Capcom features excellent graphics in its own right and even better play control than its better known 16-bit rival. The side-scrolling, platform action in Aladdin takes place in such familiar haunts as the marketplace, in the Cave of Wonders, inside the genie's lamp, in the pyramid and at Jafar's Palace. Fans of the smash hit Disney film will recognize the locations and characters in the game, but don't expect much in the way of familiar music or voices. Aladdin's quests require him to scamper through dangerous obstacle courses and defeat three bosses: the Market swordsman, Jafar, and the giant snake. In the bonus area, Aladdin and Jasmine ride their magical rug and collect an emperor's ransom of gems. Most of the areas are simple enough for younger or novice gamers to complete, and the password feature allows you to start where you last ended the action. The game is a showcase of fine graphics and well-balanced, side-scrolling action. Disney fans of all ages who haven't played this game owe it to themselves to revisit the past. Power revisits the game this month in a walk-through review.





+ Great graphics and play control.

− If you're looking for a challenge, keep looking.

Pros' Picks

Super NES

PITFALL: The Mayan Adventure

Activision/Rereleased by Majesco/16 Megabits

PITFALL
THE MAYAN ADVENTURE
Nintendo
ACTIVISION
SUPER NINTENDO

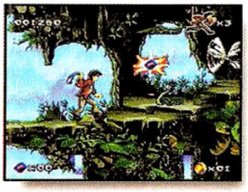
Category
Action

Graphics & Sound	3.6
Play Control	3.3
Challenge	3.9
Theme & Fun	3.8

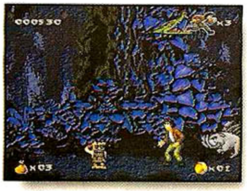
- 1 Player
- 11 stages
- Originally released in 1994

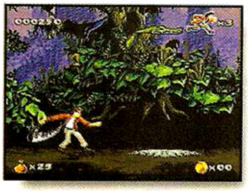
Rating
N-R

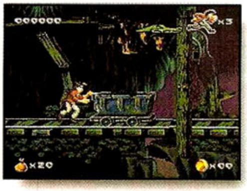
Pitfall Harry relives his greatest challenge in this Super NES adventure.



There's a certain Indiana Jones quality about Pitfall Harry as he appears in this rereleased action game from 1994. Maybe it's the whip, or the jungle setting with ancient, Mayan temples, or the constant action, but whatever it is, this Super NES game has a real sense of derring-do. The eleven stages include a wide range of jungle haunts, from giant trees draped with vines to lost gold mines filled with bats. Your side-scrolling journey also leads through jungle cities and up thundering waterfalls. Harry stops at nothing to find his kidnapped dad, whether it's riding a trolley or hopping across a swamp via gator backs. To discourage the jaguars and other fierce critters he meets, Harry uses his whip and other weapons that he picks up along the way, such as boomerangs, slingshots and exploding stones. With special bonus puzzle rooms, reminiscent of memory games like Simon, and a hidden version of the original Pitfall game, The Mayan Adventure covers a lot of ground for an MSRP of just $19.99. As for the challenge, some of the stages are guaranteed to provide difficulties, but the challenge is just as often because of poor play control as it is to well-designed puzzles and intelligent enemies. In fact, because there are only four bosses in the entire game, you might be misled into thinking that it was a walk in the park rather than a desperate dash through the jungle. Don't believe it. Living up to its name, Pitfall's greatest challenges come in the form of disguised traps and deadly obstacles. Play control quirks aside, Pitfall provides a classy platform experience for gamers. If you missed this adventure when it first appeared, you'll want to check it out this time.







+ Excellent graphics. Good variety of stages.

− Poor hit detection in some areas.

Pros' Picks

Pros' Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

SP **Scott**–Sports, Simulations, Adventures

HS **Henry**–Fighting, Action, Sports

DO **Dan**–Action, Adventure, Puzzles

TM **Terry**–RPGs, Simulations, Puzzles

PS **Paul**–Fighting, Sports, Simulations

LS **Leslie**–RPGs, Simulations, Adventures

Graphics & Sound

Play Control

Challenge

Theme & Fun

Power Meter

The Power Meter ratings are derived from pro evaluations using a five point scale with five being the highest score possible for a category.

ESRB Ratings

These Entertainment Software Ratings Board icons reflect appropriate ages for players. To contact the ESRB regrading the rating system, call 1-800-771-3772.

EC Early Childhood

KA Kids to Adults

T Teen (13+)

AO Adult (18+)

M Mature (17+)

NR Games that were released prior to the commencement of the ratings system are designated N-R.

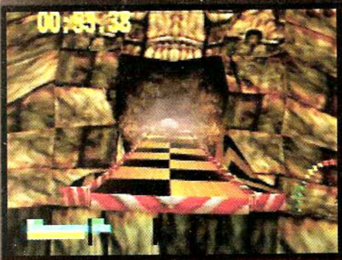
PAK WATCH

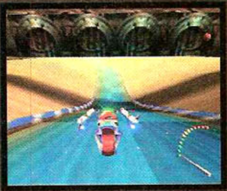
This month in Pak Watch, we've spanned the globe from Europe to Japan to bring you the wide world of N64 game development. Our first looks include games such as Extreme G, NFL Quarterback Club '98 and Lamborghini 64. For N64 news, this is your ticket.

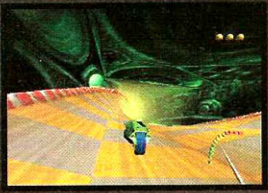
THE INSIDE SOURCE ON FUTURE GAMES

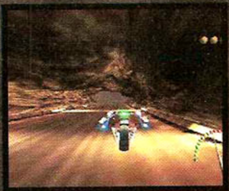
EXTREME G

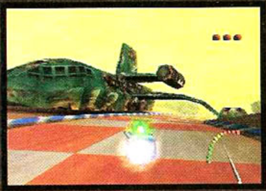
If you think that the extreme sports of today are cool, wait until you get your hands on Acclaim's Extreme G for the N64. Combining racing with combat, the first N64 title from Acclaim's in-house development team at Probe Entertainment in the U.K. looks extremely cool. The racing machines take the form of futuristic motorcycles that blast through post-industrial urban areas in decay—sort of a Blade Runner on two wheels. Probe's use of fog and lighting effects make for dramatic graphics, but much of the thrill of the game comes from the ups and downs you take at high speed. As we learned on our first test drive, the twisting, turning ride of Extreme G is like being on a roller coaster. In fact, at one point Acclaim was thinking of naming the game after the Cyclone roller coaster on Coney Island. If the ride isn't enough to raise your blood pressure, then shooting at the other racers in Extreme G might do the trick. And since Extreme G will be a two-player game, you'll be able to blast your best friend in the split-screen mode. Acclaim should release Extreme G this fall, probably in October.

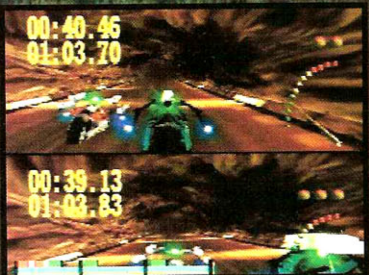




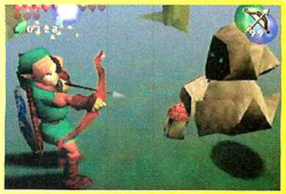


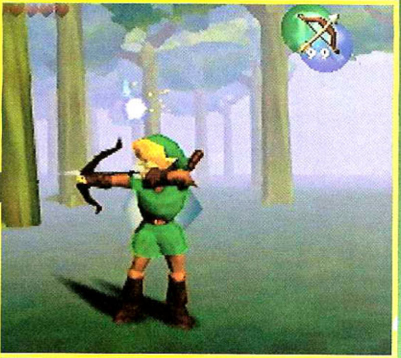


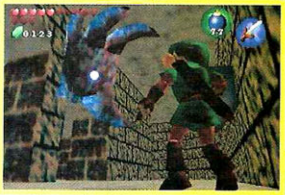




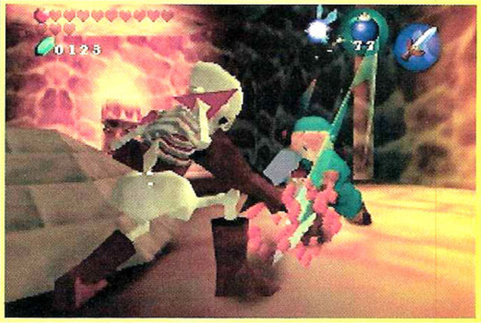
ZELDA 64

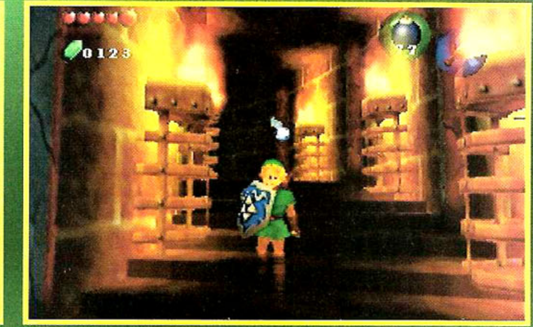


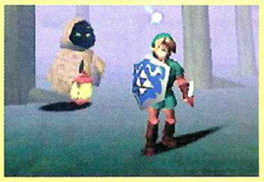


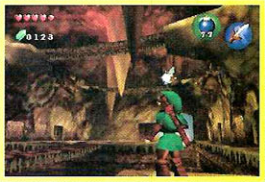


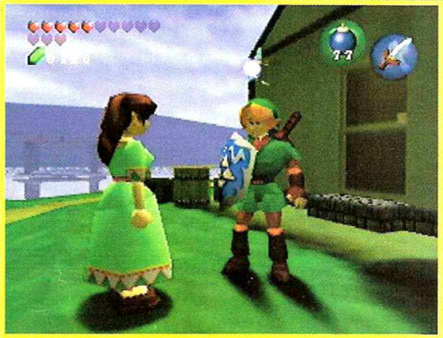
Break out the oxygen tank because the latest pics from Mr. Miyamoto's Zelda 64 development team will take your breath away. Is it just us or are these screen shots getting more amazing every month? The latest scenes to arrive at the Pak Watch desk show Link practicing his archery skills and exploring two new environments: a forest and a multi-level dungeon. The amount of detail in the graphics seems to be more pronounced than ever before. You can see surface reflections, multiple light sources within a scene and animated shadows. If you look closely at the archery screen shots, you'll see that the two tool/weapon icons merge, suggesting that shooting bow and arrow is a two-handed operation. We've also noticed more familiar foes from the original NES Zelda games, enemies such as the bomb-eating Dodongo, Wall Masters with grasping hands, Iron Knuckle the knight and rock-spitting Octoroks. With the special light sourcing (of which Mr. Miyamoto is quite proud) and dramatic camera angles, this game is beginning to look a lot like the promised land. Could it be even bigger than Super Mario 64? We think so. Mr. Miyamoto has suggested that the game will first appear in a 128 Megabit Game Pak form instead of on the 64DD. Later, a 64DD Zelda game would be released that would expand your Game Pak adventure even further. We expect Zelda to appear in Japan by the end of the year and in North America early in 1998.

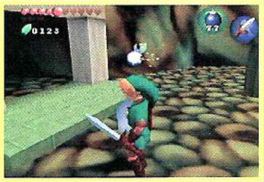


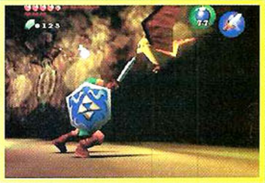








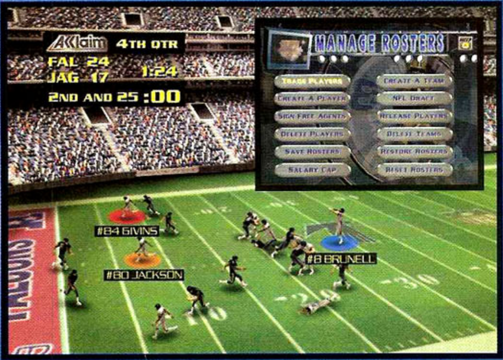




NFL QUARTERBACK CLUB '98

Football fans, start dancing in the end zone! The first N64 pigskin pak is well into development at Acclaim and the first demo pak just arrived at Pak Watch. The game wasn't playable yet, but you could choose plays and activate them in a self-running demo.

The coolest part at this stage was playing with the camera, zooming in, hovering over the line of scrimmage, panning around and getting right in the face of the quarterback. Iguana Entertainment—the same developer that created the lifelike dino-mation in Turok: Dinosaur Hunter—has packed QB Club with highly detailed, 400-plus polygon player models. Acclaim is including licenses for the NFL, NFLPA, NFL Quarterback Club and Brett Favre of the world champion Green Bay Packers. Brett has given his input to the development team by critiquing plays and adding several plays of his own. Keep checking WWW.NINTENDO.COM for updated shots and don't miss next month's Pak Watch. So when will NFL QB Club'98 ship? In the fall, when else?


Acclaim
4TH QTR
FAL 24
JAG 17
1:24
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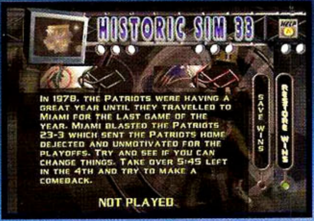
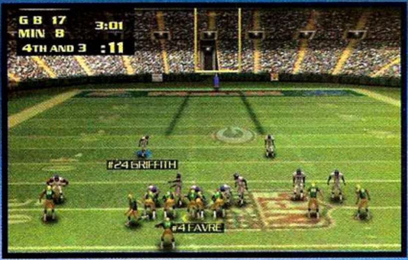
MANAGE ROSTERS
TRADE PLAYERS
CREATE A PLAYER
SIGN FREE AGENTS
DELETE PLAYERS
SAVE ROSTERS
SALARY CAP
CREATE A TEAM
NFL DRAFT
RELEASE PLAYERS
DELETE TEAMS
RESTORE ROSTERS
RESET ROSTERS
#84 GIVINS
#80 JACKSON
#8 BRUNELL


HISTORIC SIM 33
SAVE WINS
RESTORE WINS

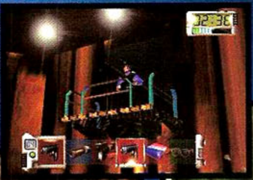
IN 1978, THE PATRIOTS WERE HAVING A GREAT YEAR UNTIL THEY TRAVELLED TO MIAMI FOR THE LAST GAME OF THE YEAR. MIAMI BLASTED THE PATRIOTS 23-3 WHICH SENT THE PATRIOTS HOME DEJECTED AND UNMOTIVATED FOR THE PLAYOFFS. TRY AND SEE IF YOU CAN CHANGE THINGS. TAKE OVER 5:45 LEFT IN THE 4TH AND TRY TO MAKE A COMEBACK.

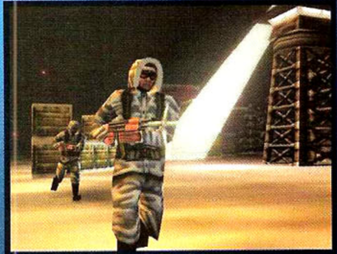
NOT PLAYED

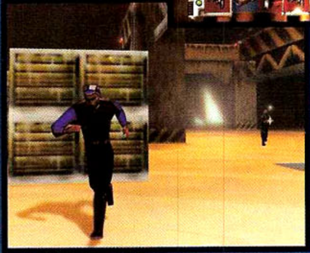

G B 17
MIN 8
3:01
4TH AND 3
:11
#24 GRIFFITH
#4 FAVRE

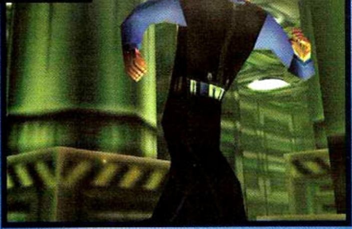
MISSION: IMPOSSIBLE

Ocean of America recently flooded the Pak Watch desk with a wave of new screen shots for the upcoming Mission: Impossible for N64. The quality of these views continues to amaze us, with detailed texture-mapped faces, multiple light sources and shadow effects that are unrivaled. What we still haven't seen is the promised Artificial Intelligence of the characters that inhabit this virtual world. That may change in a very short time, as Ocean is finally scheduling a trip to show us the real, playable game in just a few weeks. With any luck, we'll have a report on that in next month's Pak Watch. Until then, check out hero Ethan Hunt's exploits. He is shown here dodging bullets on a wharf, stealing nuclear detonators and sneaking into a high-security area. Each mission involves several dangerous tasks that require Ethan (played by you) to use cool gadgets, don disguises or employ other subtle types of subterfuge in the best tradition of cold war spies. As you may have noticed, these scenes didn't appear in the movie. Ocean used elements from the film sparingly so that players would be faced with new situations. By the way, this article will self-destruct in five seconds.



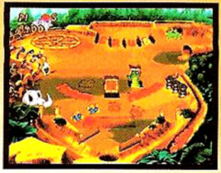


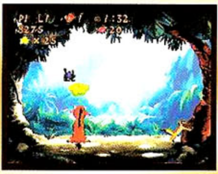


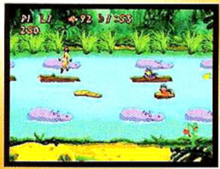


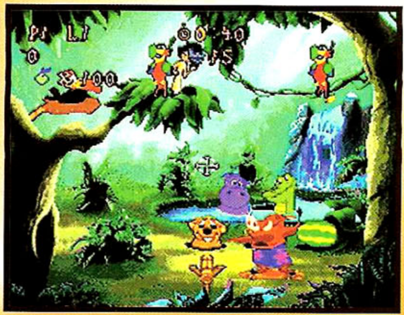
TIMON & PUMBAA'S JUNGLE GAMES

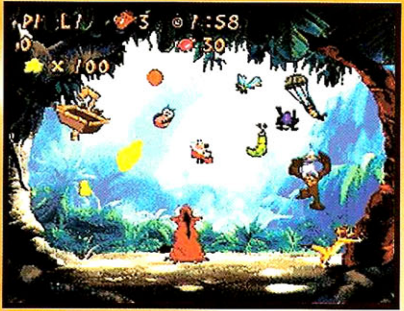
Straight from Disney's The Lion King comes a new, multi-game Game Pak from THQ for the Super NES. Developed for a younger crowd, about five to eight years old, Timon & Pumbaa's Jungle Games features four arcade-style games starring the lovable Disney characters. In Burper, Pumbaa the warthog must hit a certain number of falling objects with his ballistic belches or swat them on the ground with his tail while a time limit ticks down. In Hippo Hop, Timon the meerkat hops between floating objects on a river to collect prize points while avoiding the rushing current. It's a lot like Frogger. Perhaps the best game is the Sling Shot Gallery. This shooting gallery has you plinking away at animals that pop up in a jungle scene. You have to distinguish the good animals from the bad and avoid hitting the good guys. Finally, you can play an interactive pinball game, or will be able to play one once the game is finished. We couldn't test out the pinball in the early version we received. THQ hopes to have this virtual jungle gym up and running by this summer.





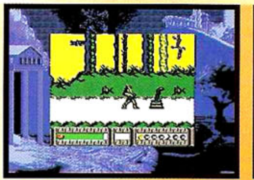


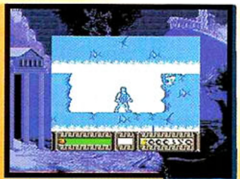


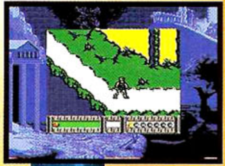


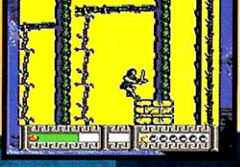
HERCULES

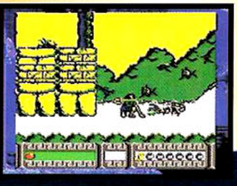
Disney's Hercules may be the big, animated event in theaters this summer, but the Game Boy version of Hercules may get more play time on the smaller screen. The legendary Greek hero sets out to prove himself worthy of the gods in this action game from THQ and developer TierTex, which has developed several Game Boy titles over the past couple of years. The pre-alpha version received at Pak Watch gave us a run for our money. Right out of the starting blocks, Hercules was dodging flames, leaping between vines and hacking giant insects to pieces with his sword. All very heroic. In the eight stages that follow, the hero battles Gargoyles, the snake-like Hydra, the hideous Medusa and a Centaur. Look for Hercules to be in the stores near the end of June when the Disney film debuts.









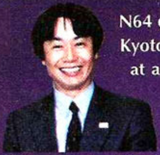


news Source Extra

PUBLISHER – THQ
DEVELOPER – TierTex Design Studio
SAVE FEATURE – Passwords
STAGES – 6 levels
MEMORY – 4 megabits

INSIDER UPDATE

MIYAMOTO AT WORK



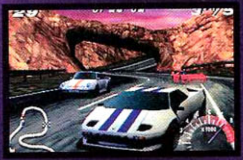
N64 development at Nintendo Co. Ltd. in Kyoto and elsewhere in Japan continues at an ever-increasing pace, but the premier projects are those headed by Shigeru Miyamoto of Nintendo's EAD. For the past year, Mr. Miyamoto has directed, produced or consulted on more than a dozen titles, and he continues to spread his talents over numerous projects. Currently, he is concentrating on Zelda 64, Yoshi's Island 64, F-Zero 64, Super Mario RPG 2 and a Japanese title, Jungle Emperor Leo. He also admits to working on a top secret title. F-Zero 64, originally rumored to be slated for a release date this fall, may not appear until 1998. Zelda 64 may be released first in Japan around the holidays and in North America in the first quarter of 1998. Other projects under Miyamoto's care include Mario Paint 64 for the 64DD, Sim City 64 for the 64DD, Pocket Monster 64, Mother 3 (or Earthbound 64), a sequel to Super Mario 64, and a game currently being called Cabbage, which has similarities to Bandai's Tamagochi in that you raise or breed little video creatures. The Sim City 64 project is a collaboration with Maxis and is taking a unique, modular form. According to Mr. Miyamoto, the game will have separate modules that allow you to do different things in your city. For instance, you might add a module similar to as Maxis' Sim Copter so you can fly through the city you created in Sim City 64. Only with the write-capable 64DD can such a modular approach to games work.

MORE N64 NEWS

Nintendo's fall lineup includes a major game from Rare code named Dream. The British developer won't reveal details at this time about the game, but Nintendo will preview the title at E3 later this month. Konami confirmed that the arcade-style basketball game, NBA In the Zone '98, will appear for the N64, with luck by the end of '97. This title should be at E3 for Konami along with Dracula 3D (probably an early '98 release) and International Superstar Soccer 64. Konami also hinted at the existence of a fourth, super-secret title that might be revealed at the big show in Atlanta. Some rumor mills have suggested that Contra 64 is on the way, but even though that is quite possible, the top secret project is likely to be a licensed title. We'll have more on this mystery as it unfolds. Chess 64 from Titus is a newly announced game that will make use of the 3-D capabilities of the N64 by creating an animated chess board, something like Battle Chess. Titus's Superman and Quest for Camelot are still expected to be 1998 releases. In a press release from Video Systems in Japan and Paradigm Entertainment, it is stated that Paradigm will work on three titles for the N64. Currently, Aero Fighters Assault is the only confirmed title. And what about Capcom? We know that developers in Japan are working with the N64 development system, but no game has been announced as of yet. It seems as if Ghouls and Ghosts was in development, but that Capcom has decided against it being their first N64 game. Other candidates for the first N64 title from Capcom include Street Fighter 3 and a version of Resident Evil. Paradigm is also working with Nintendo on the creation of PilotWings 2.

LAMBORGHINI 64

Titus sent Pak Watch a flashy shot of its upcoming racer, Lamborghini 64. Although this image was taken directly from the SGI environment, Titus says that the game looks almost identical on the N64. Only the textured cliffs will lose some detail. As for the game itself, Lamborghini 64 features dream sports cars including the Lamborghini Diablo SE, Ferrari F50 and Porsche 959. All are very hot. You'll race in four modes of play on four courses. In Arcade mode, players will have a time limit in which they must reach check points, and the number of overall laps will be limited. The Tournament mode allows racers to set the number of laps and car damage options as they try to place high in the field. The Championship mode is the same as the Tournament mode, but drivers who place high enough move on to other courses. (At this time, it isn't certain whether if the four courses will be supplemented with extra courses or mirror images of the courses.) Time Trial mode lets racers set records, which will be stored using the Controller Pak. Besides the realistic, 3-D graphic environment, Titus is also including realistic play control features including the use of fully manual transmissions in which the Z Button becomes the clutch. This latest entry in the N64 speed sweepstakes should be ready for your test drive this fall.



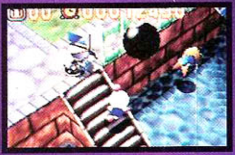
GAMETEK TV

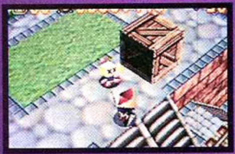
Gametek may be having difficulties getting its first N64 title, Robotech, out the door, but that isn't stopping the Bay Area software developer from pushing ahead with two more projects. The long-time Super NES publisher will return to its bread-and-butter game show line with N64 titles based on the popular TV games, Jeopardy! and Wheel of Fortune. Both games will feature voice samples from the stars, Alex Trebek and Vanna White, who will move around in virtual 3-D studios that match the TV show sets. Other than that, don't expect vast differences from earlier game show titles. You'll still have to spell out questions or answers using the controller and you still won't be able to take home your winnings. One final note on Gametek is that it is no longer in the business of actually publishing games. As of May, they are concentrating entirely on development and will sell their products to other publishers.

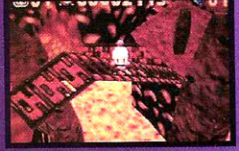
N64 DEVELOPERS CONFERENCE

Game developers from around the world gathered in Seattle, Washington, in the first week of April to hear about the latest developments for the N64 and to swap technical tidbits. The highlight of the two-day conference was a technical discussion of the 64DD disk drive. Developers will receive specs in about four months, but they learned from Nintendo's engineering staff that the future read/write drive won't present any programming difficulties for games currently in development. In order to use the 64DD, only a few lines of code are required to instruct the N64 on where to find the data. Developers also learned that they will be able to make use of various configurations with disk-based games, such as the use of disks in combination with Game Paks. Major tool developers for the N64, such as Silicon Graphics, Alias/Wavefront, Paradigm, Multi-Gen and Nichimen also attended the conference and gave demonstrations of their products. New tool developers Softimage and Kinetics also presented their powerful software tools to the 180 developers present. Other topics included discussion of the new Rumble Pak and graphics optimization. The big news for small developers was the introduction of the Partner64 Development system which uses PCs rather than Indy IIs from SGI for creating N64 games. The lower cost of the PC development system should make it more affordable for companies to develop games for the N64, and that should spur more development and innovation.

SUPER BOMBERMAN 64







Yeah, baby. Bomberman 64 from Hudson Soft reprises one of the ultimate multi-player games in history for the ultimate video game system in history. Pak Watch was granted an exclusive look at the game in its early form. The one-player mode turns out to be more like Super Mario 64 than previous puzzle-oriented Bombermen for the Super NES, although you still use bombs to do your dirty work and open up areas. The longer you hold the bomb, the bigger it grows. In the multi-player mode, instead of looking down on the board from above, the 3-D perspective is from an overhead angle, and the action takes place on multiple floors. Hudson hasn't announced a North American release date, but it should be later this year.

RELEASE FORECAST

N64

DARK RIFT	SUMMER '97
DUKE NUKEM 3-D	FALL '97
EARTHBOUND 64	SPRING'98
F-1 POLE POSITION	SUMMER '97
F-ZERO 64	WINTER '98
FREAK BOY	FALL '97
GOLDENEYE 007	SUMMER 97
INTERNATIONAL SUPERSTAR SOCCER 64	SUMMER '97
JEOPARDY!	WINTER '98
LAMBORGHINI 64	FALL '97
MISSION: IMPOSSIBLE	SUMMER '97
MORTAL KOMBAT MYTHOLOGIES	FALL '97
MULTI RACING CHAMPIONSHIP	SUMMER '97
NBA IN THE ZONE '98	FALL '97
NFL QUARTERBACK CLUB '98	FALL '97
ROBOTECH: CRYSTAL DREAM	FALL '97
ROBOTRON 64	SUMMER '97
QUAKE	WINTER '98
SAN FRANCISCO RUSH	FALL '97
SPACE STATION: SILICON VALLEY	FALL '97
SPACE CIRCUS	FALL '97
STAR FOX 64	SUMMER '97
TOP GEAR RALLY	SUMMER '97
WHEEL OF FORTUNE	WINTER '98
WORLD CHAMPIONSHIP WRESTLING	FALL '97
UNREAL	WINTER '98
YOSHI'S ISLAND 64	FALL '97
ZELDA 64	WINTER '98

Super NES

BRUNSWICK'S WORLD TOURNAMENT OF CHAMPIONS	SUMMER '97
TIMON & PUMBAA	SUMMER '97

Game Boy

HERCULES	SUMMER '97
KEN GRIFFEY JR. PRESENTS MLB	SUMMER '97
SUPERMAN	SUMMER '97

Coming Next Issue.....

Volume 98, July 1997

STARFOX 64

Set your phasers on fun as we blast off into hyperspace with Star Fox 64! We're swooping in next issue with 10 pages of laser-sharp maps and nova-hot battle tactics that will send the Star Wolves packing and put Andross on ice once and for all.

011
Take this!

international superstar soccer 64

Konami kicks a perfect strike with International Superstar Soccer 64! We'll be here with all the ground-pounding strategies and tactics you'll need to field a championship side.

E^3 PREVIEW

In our explosive E3 preview, we'll blow the lid off the hottest games that Nintendo and Nintendo licensees are planning to unveil at the 1997 Electronic Entertainment Expo!

Dark Rift

Vic Tokai's Dark Rift is the latest 3-D tourney fighter for the N64, and we'll go the distance to give you the scoop on this exciting title. A great darkness is surging onto the N64 scene, and we couldn't be happier!

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust A Move
18. Castlevania Dracula X
19. Casper
20. Chrono Trigger
21. Civilization
22. Clue
23. College Football USA '97
24. College Slam
25. Cutthroat Island
26. Demolition Man
27. Demon's Crest
28. Dirt Trax FX
29. Disney's Aladdin
30. Disney's Pinocchio
31. Donkey Kong Country
32. Donkey Kong Country 2
33. Donkey Kong Country 3
34. Doom
35. Dragon View
36. EarthBound
37. Earthworm Jim
38. Earthworm Jim 2
39. Emmitt Smith Football
40. Family Feud
41. FIFA International Soccer '96
42. FIFA International Soccer '97
43. Final Fantasy II
44. Final Fantasy III
45. Final Fight 3
46. Frank Thomas Big Hurt Baseball
47. Frantic Flea
48. Gearheads
49. Harvest Moon
50. Illusion of Gaia
51. Incantation
52. Indiana Jones' Greatest Adventures
53. Judge Dredd
54. Jungle Strike
55. Jurassic Park 2
56. Ken Griffey Jr. Presents: MLB
57. Ken Griffey Jr.'s Winning Run
58. Killer Instinct
59. King Arthur & the Knights of Justice
60. Kirby's Dream Course
61. Kirby Super Star
62. The Legend of Zelda: A Link to the Past
63. Lemmings 2
64. Lobo
65. Looney Tunes B-ball
66. The Lost Vikings
67. The Lost Vikings II
68. Lufia II
69. Madden NFL '96
70. Madden NFL '97
71. Magic Boy
72. Mario Paint
73. Marvel Super Heroes in War of the Gems
74. The Mask
75. Maui Mallard in Cold Shadow
76. Mechwarrior 3050
77. Mega Man X
78. Mega Man X2
79. Mega Man X3
80. Mega Man 7
81. Might & Magic III: Isles of Terra
82. Mighty Morphin Power Rangers: The Movie
83. Mohawk & Headphone Jack
84. Monopoly
85. Mortal Kombat II
86. Mortal Kombat 3
87. Mr. Do!
88. Ms. Pac-Man
89. Mutant Chronicles: Doom Troopers
90. NBA Give 'n' Go
91. NBA Hangtime
92. NBA Jam
93. NBA Jam Tournament Edition
94. NBA Live '96
95. NBA Live '97
96. NFL Quarterback Club '96
97. NHL '96
98. NHL '97
99. Ninja Gaidan Trilogy
100. Ogre Battle
101. Olympic Summer Games
102. Oscar
103. PGA European Tour
104. Pitfall
105. Power Piggs of the Dark Age
106. Power Rangers Zeo: Battle Racers
107. Prehistorik Man
108. Primal Rage
109. Prince of Persia 2
110. P.T.O. II
111. Realm
112. Revolution X
113. Road Rash
114. RoboTrek
115. Romance of the Three Kingdoms IV: Wall of Fire
116. Samurai Shodown
117. Scooby Doo Mystery
118. Secret of Evermore
119. Secret of Mana
120. SimCity
121. SimCity 2000
122. Spawn
123. Star Trek: Deep Space Nine
124. Star Trek: Star Fleet Academy
125. Star Fox
126. Street Fighter Alpha 2
127. Street Fighter II
128. Street Fighter II Turbo
129. Stunt Race FX
130. Super Black Bass
131. Super Bomberman 2
132. Super Mario All-Stars
133. Super Mario Kart
134. Super Mario RPG
135. Super Mario World 2: Yoshi's Island
136. Super Metroid
137. Super Punch-Out!!
138. Super Star Wars
139. Super Street Fighter II
140. Swat Kats
141. Tecmo Secret of the Stars
142. Tecmo Super Bowl III: Final Edition
143. Tetris & Dr. Mario
144. Tetris Attack
145. Timon & Pumbaa
146. Top Gear 3000
147. Toy Story
148. True Lies
149. Ultimate Mortal Kombat 3
150. Uncharted Waters New Horizons
151. Uniracers
152. Urban Strike
153. War 3010: The Revolution
154. Wario's Woods
155. WeaponLord
156. Wheel of Fortune
157. Whizz
158. Winter Gold
159. WWF Raw
160. WWF Wrestlemania: The Arcade Game
161. X-Men: Mutant Apocalypse
162. Zoop

Game Boy

163. Adventure Island
164. Aladdin
165. Alien Games
166. Animaniacs
167. Asteroids/Missile Command
168. Battle Arena Toshinden
169. Battle Zone/Super Breakout
170. Black Bass Lure Fishing
171. Blues Bros. Jukebox
172. The Bugs Bunny Crazy Castle 2
173. Casino Funpak
174. Castlevania Adventure
175. Castlevania II: Belmont's Revenge
176. Centipede/Millipede
177. College Slam
178. Contra: The Alien Wars
179. Cutthroat Island
180. Defender/Joust
181. Desert Strike
182. Disney's Pinocchio
183. Donkey Kong Land
184. D.K.L. 2: Diddy's Kong Quest
185. Donkey Kong '94
186. Dr. Mario
187. DragonHeart
188. Earthworm Jim
189. Earthworm Jim 2
190. FIFA Soccer '96
191. FIFA Soccer '97
192. 4-in-1 Fun Pak
193. Frank Thomas Big Hurt Baseball
194. Galaga/Galaxian
195. Game & Watch Gallery
196. Hercules
197. Hunchback of Notre Dame
198. Iron Man X-O Manowar In Heavy Metal
199. Jeopardy! Teen Tournament
200. Jeopardy! Platinum Edition
201. Jungle Strike
202. Jurassic Park 2
203. Ken Griffey Jr. Presents: MLB
204. Killer Instinct
205. King of Fighters '95
206. Kirby's Block Ball
207. Kirby's Dream Land
208. Kirby's Dream Land 2
209. Kirby's Pinball Land
210. Kirby's Star Stacker
211. Lamborghini American Challenge
212. The Legend of Zelda: Link's Awakening
213. The Lion King
214. Looney Tunes
215. Madden '96
216. Marble Madness
217. Mario's Picross
218. Mega Man
219. Mega Man V
220. Metroid II: Return of Samus
221. Mole Mania
222. Monster Max
223. Mortal Kombat II
224. Mortal Kombat 3
225. Ms. Pac-Man
226. NBA Jam
227. NBA Jam Tournament Edition
228. NBA Live '96
229. NHL '96
230. Nigel Mansell's World Championship
231. Olympic Summer Games
232. Operation C
233. Pac-Man
234. Paperboy
235. PGA Tour Invitational
236. Pocahontas
237. Prehistorik Man
238. Primal Rage
239. Qbert
240. Samurai Shodown
241. Solitaire FunPak
242. Space Invaders
243. Star Trek: Generations
244. Street Fighter II
245. Street Racer
246. Super Mario Land
247. Super Mario Land 2: 6 Golden Coins
248. Super Return of the Jedi
249. Superman
250. Sword of Hope II
251. Tazmania 2
252. Tetris
253. Tetris Attack
254. Tetris Blast
255. Tetris 2
256. Timon & Pumbaa
257. Tiny Toon Adventures 2
258. Tihis the Fox
259. Toy Story
260. Track & Field
261. Urban Strike
262. Vegas Stakes
263. Wario Blast
264. Wario Land: Super Mario Land
265. WWF Raw
266. Zoop

N64

267. Aero Fighters Assault
268. Blast Corps
269. Body Harvest
270. Bomberman 64
271. Buggie Boogie
272. Clay Fighter 63 1/3
273. Creator
274. Cruis'n USA
275. Dark Rift
276. Ultra Descent
277. Doom 64
278. Duke Nukem 64
279. F-1 Pole Position
280. F-Zero 64
281. FIFA Soccer 64
282. Freak Boy
283. GoldenEye 007
284. Hexen
285. International Superstar Soccer 64
286. Jeopardy!
287. Killer Instinct Gold
288. Kirby's Air Ride
289. Lamborghini 64
290. Lode Runner
291. Major League Baseball featuring Ken Griffey Jr.
292. Mario Kart 64
293. Mission: Impossible
294. Mortal Kombat Trilogy
295. NBA Hangtime
296. PilotWings 64
297. Quake
298. NFL Quarterback Club '98
299. Rev Limit
300. Robotech: Crystal Dreams
301. Robotron 64
302. Space Circus
303. Space Station: Silicon Valley
304. St. Andrews Old Course
305. Star Fox 64
306. Star Wars: Shadows of the Empire
307. Super Mario 64
308. Tetrisphere
309. Top Gear Rally
310. Turok: Dinosaur Hunter
311. War Gods
312. Wave Race 64
313. Wayne Gretzky's 3-D Hockey
314. WCW Wrestling
315. Wheel of Fortune
316. Wild Choppers
317. Wonder Project J 2
318. WWF Wrestling
319. Yoshi's Island 64

Other Picks

320. Chameleon Twist
321. Dragon Quest VI (Super Famicom)
322. EarthBound 64 (Mother 3)
323. Game Boy Pocket
324. Legend of Zelda 64
325. Marvelous: Another Treasure Island (Super Famicom)
326. Nintendo 64
327. 64DD accessory for Nintendo 64
328. Tonic Trouble
329. Multi Racing Championship

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below.

Volume 96 (May. '97): Doom 64 Strategies Part 2, FIFA Soccer 64, Star Fox 64 Preview, Lost Vikings 2, Blast Corps Strategies Part 2, Donkey Kong Country 3, The 1996 Nintendo Power Awards Winners, Interplay Fun Pak Extravaganza, Wonder Project J2.

Volume 95 (Apr. '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63 1/3 Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

Volume 94 (Mar. '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Boss: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

Volume 93 (Feb. '97): Mario Kart 64, Star Wars: Shadows of the Empire Challenge Points, GoldenEye 007, Turok: Dinosaur Hunter, Top Gear 3000, King of Fighters, Mole Mania, N64 Controller Pak: Get 'Em to Go, Star Wars: Shadows of the Empire comic, Harvest Moon, Marvelous.

Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Classics.

Volume 91 (Dec. '96): Killer Instinct Gold, Wayne Gretzky's 3-D Hockey, NBA Hangtime, Star Wars: Shadows of the Empire, Donkey Kong Country 3: Dixie Kong's Double Trouble Part 2, Ultimate Mortal Kombat 3, Marvel Super Heroes: War of the Gems, Taz-Mania 2, Jeopardy, Shadows of the Empire comic, Wave Race 64 Strategies.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie Kong's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcade's Greatest Hits, Toshinden (GB), Lufia II.

Volume 89 (Oct. '96): Ultimate Mortal Kombat 3, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Sergeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

Volume 88 (Sept. '96): Super Mario 64, PilotWings 64, Realm, Kirby Super Star, part two, Donkey Kong Land 2: Diddy's Kong Quest, Pinocchio, N64 Launch, Cruis'n USA Update, Turok: Dinosaur Hunter, Donkey Kong Country 3: Dixie Kong's Double Trouble, Prince of Persia 2, Maui Mallard, SimCity, War 3010: The Revolution.

Volume 87 (Aug. '96): Tetris Attack, Oscar, Kirby Super Star part one, Mario 64, FIFA Soccer '97, Urban Strike, Wayne Gretzky's 3-D Hockey, Beat the Boss part two, Game Boy Pocket, Power Rangers ZEO: Battle Racers, Zero Racers, Donkey Kong Land 2, Marvel Super Heroes: War of the Gems, Mole Mania, Fire Emblem, NES Epics.

Volume 86 (July '96): E3 Report, PilotWings 64, Mortal Kombat Trilogy, BASS Masters Classic Pro Edition, Super Mario RPG Challenge, Beat the Boss part one, Iron Man/X-O Manowar In Heavy Metal, Brainies, Kirby Super Star, Tetris Attack, Water World, Dragon Hopper, Eye of the Beholder, Star Ocean, Sword of Hope II part two.

Volume 85 (June '96): Thirty-one-page all N64 exclusive game preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run trading strategies, Mohawk & Headphone Jack part two, Toy Story (GB), Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals part two.

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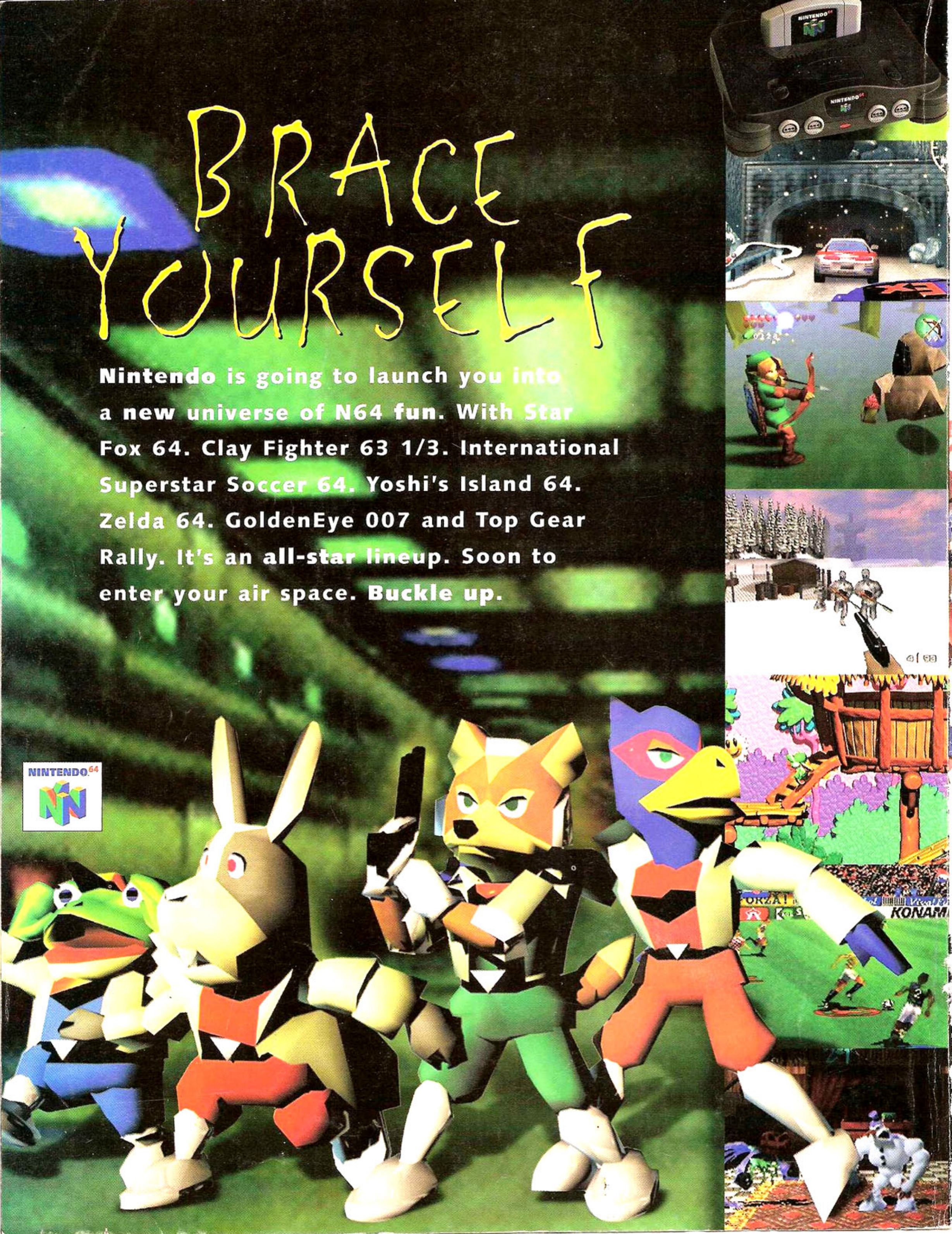
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